Privateer Press™

NO QUARTER MAGAZINE™

ISSUE N°-10
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JANUARY 2007
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ON THE COVER

GRIND! BY FRANZ VOHWINKEL. WARJACKS. ARENAS BUILT OVER MOLTEN LAVA. AN ENORMOUS BALL THAT CRUSHES EVERYTHING IN ITS PATH. THIS IS GRIND!

FRANZ VOHWINKEL HAS DONE ARTWORK FOR MORE THAN 200 GAMES, INCLUDING *MAGIC: THE GATHERING*, THE *BATTLETECH* TCG, AND *DUNGEONS & DRAGONS*. HE ALSO ILLUSTRATED MANY BOOK COVERS FOR GERMAN PUBLISHERS AND HAS REPEATEDLY BEEN SHOWN IN "SPECTRUM: THE BEST IN CONTEMPORARY FANTASTIC ART." FRANZ VOHWINKEL AND HIS WIFE MOVED FROM GERMANY TO SEATTLE IN 2006.

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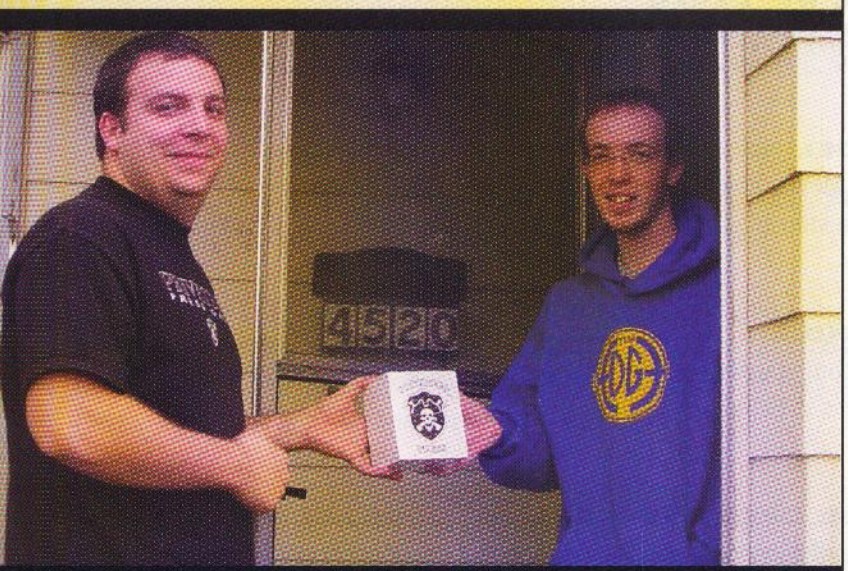

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Special Thanks To

Misty Mountain Games & Diversons, Fire & Sword Hobbies, Genesis Games & Gizmos, Andy Brandt, Shawn Hopkins, Nick Kendall, Jeff Hoy, Jason Remick, Jon Woodland

No Quarter Magazine

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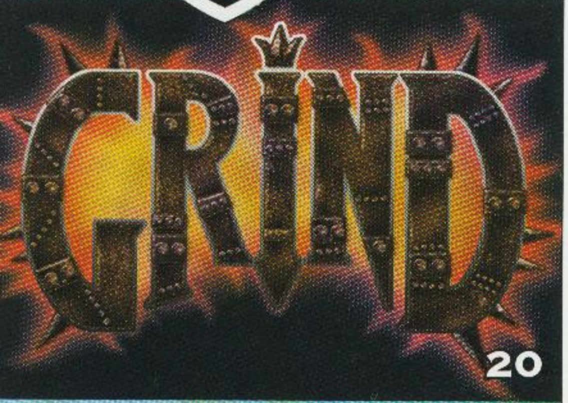

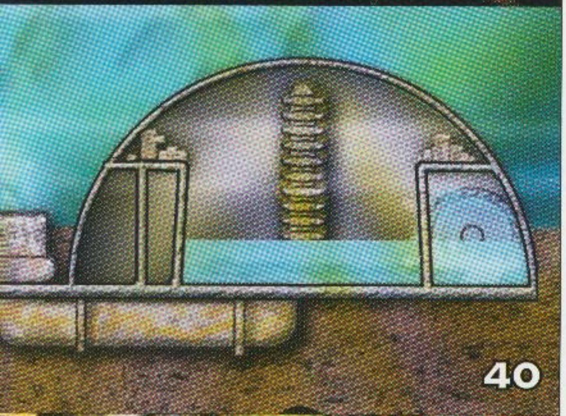

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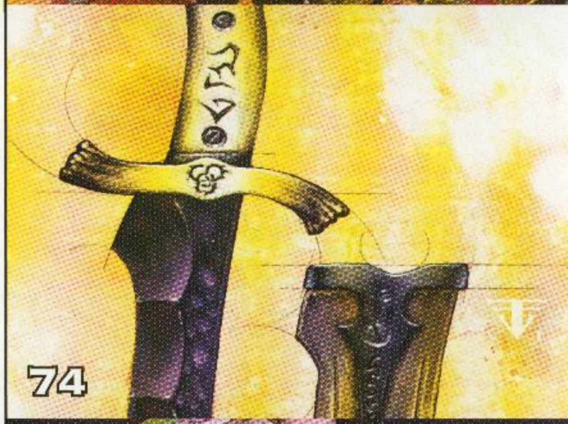


FIRE IN THE HOLE!

How I learned to stop worrying and love the Grind.

Sports. Gamers don't play popular sports goes the cliché. "We never were the quarterbacks of the hockey team," says Doug Douglason in the indy film Fear of Girls. I suspect it's closer to the truth to say that most of us never had the chance to play something that truly captured our imagination, like the lightcycles in Tron or playing Dance Dance Revolution® with flamethrowers. I have to admit that the cliché rings true for me. I grew up disliking basketball in Indiana, which is tantamount to heresy. I never found an organized sport I could enjoy. Just not enough flamethrowers.

Except the informal games of soccer we played in middle school. We used a swampy patch of grass over an abandoned underground coal mine in the decaying 'berg of Coalmont. Think of a backwater Ordic town whose fortunes turned when the coal veins ran dry and you'll get a good picture of my school days. Hazards like sinkholes of muck and knee-wrenching air vents that once served the tunnels below covered the field. We reveled in the danger. I still get a thrill when I think about charging the enemy team across the snowy field, shouting curses learned from our coal miner fathers, and knowing one side would leave winners and other's (or more likely both of us) limping for the next few weeks. Friday night lights looked pretty dim compared to what we faced back then.

While I never played a sanctioned or organized sport after that, I do enjoy playing sports games. And I'm not alone. The most recent release of a certain NFL-franchise game sold over 5 million units, and the FIFA soccer game sold over 2 million units this year. The market isn't a bunch of ex-jock's, my friends. It's gamers like you and me who have our competitive streak enhanced with a penchant for strategy, a preference for replays, and a wide-angle POV. And sometimes flamethrowers.

As I see it, given the right environment, a born gamer will enjoy a sport. Maybe it's takes a couch and a controller. Maybe it requires a 4 ton spiked ball slammed by smoke-spewing warjacks on an iron grid suspended over a lava pool. See what I mean? Your pulse just went up 12 bps, didn't it?

In this issue the development team unleashes a Privateer-style sports game, all steam, sparks, and scorched metal. We call it Grind. It's really not part of the Iron Kingdoms but it's a hell of a lot of fun. And most importantly, my Protectorate team has flamethrowers. The staff has painted up their warjack teams in home and away colors and have taken turns beating the snot out of each other. Now we're sharing our new pastime with you, and we want to know about your glory on the gridiron. Send your team photos and game reports to me at editor.in.chief@noquartermagazine.com. Where this goes from here rests entirely with you. Let us know if you want more Grind in the pages of No Quarter.

Also in this issue:

Speaking of competition, this January marks the launch of a world-wide WARMACHINE league. When I questioned the development team about the league details they described the kind of play environment I've always wanted. Coupled with the updated rules in the WARMACHINE: Prime Remix (See Matt Wilson's expose' in this issue) you've got a recipe for more fun than you can set fire to with a flamethrower.

Grind is just the beginning. It's a new year for Privateer and you're only seeing the warm-up here. We have more and grander plans in the offing, and No Quarter remains your best source for the early word and the detailed description of what we have coming. Stick around and put your game face on. We're sending you in. With flamethrowers.

Nathan Letsinger

-Editor in Chief

BOATSWAIN'S CALL

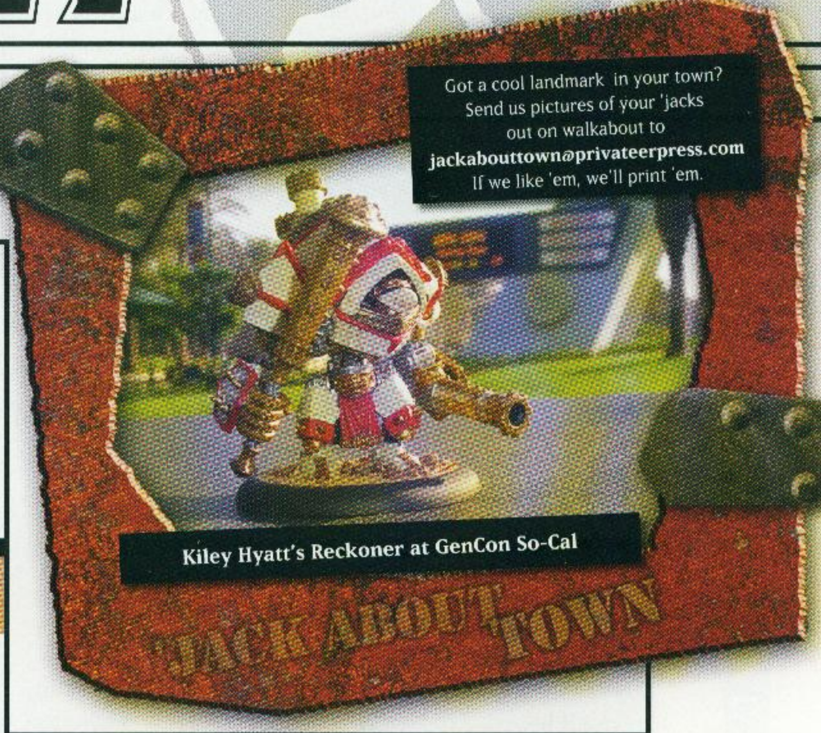
GENERAL SHENANIGANS

We're taking a break from answering questions this time around because we had so many cool events going on around the world. So, hold onto that curiosity and check out what your fellow Privateer Press fans are doing.

ESSEN & SPELLENSPEKTAKEL REPORT

At over 60,000 attendees Spiel ranks among the biggest event in gaming. Ulisses presented the entire range of WARMACHINE and HORDES in German, which means that every product in those lines are now available in German. Many old and new faces dropped by, including *Primal* and *Superiority* artist Eva Widermann. A painting workshop showcasing Formula P3 and tournaments ran the whole weekend, drawing players from all over Germany and requiring Press Gangers to come in from Belgium and Sweden.

A scant week after Spiel, Spellenspektakel in Eindhoven gave the Dutch their turn. Privateer is still very new in Holland and the enthusiasm around the demo tables was incredible! Battle boxes flew of the shelf and a painting competition, WARMACHINE tournament, and hourly speed painting contests kept everyone busy. Next year should be even better for both shows.



Got a cool landmark in your town?
Send us pictures of your 'jacks
out on walkabout to
jackabouttown@privateerpress.com
If we like 'em, we'll print 'em.

Kiley Hyatt's Reckoner at GenCon So-Cal

FOODMACHINE
CHARITY POWERED MINIATURES TOURNAMENT

This November, WARMACHINE players in Indianapolis, Indiana, and St. Louis, Missouri set aside their disagreements in favor of vicious competition for a good cause. For a few cans of food, players purchased the chance to pound each other in a unique charity tournament organizer Josh Noe dubbed 'Foodmachine'. By allowing players to trading cans to reroll dice, Josh and co-conspirators Brock Ecevit, & Chris Suhre collected 960 cans in Indianapolis alone. A few stats from the Indianapolis event:

Most Cans Donated: Robyn Mounts (Menoth)– 164 canned goods

Overall Winner: Paul Starr (Cryx)

Best Cygnar: Kevin Hart

Best Protectorate: Jake Leeman

Best Khador: Eilif Vanderkolk

Best Cryx: Paul Starr

Best Mercs: Ross Hewitt

Coolest 'Caster Kill: Alex Daily – A little positioning and a lot of luck let his Mule put a miraculously direct hit on an unscathed Haley and killed her in one shot.

TIPS FOR RUNNING A BENEFIT

Alan Bengs, a Press Ganger from Fort Wayne, Indiana, has run charity events like Foodmachine for the past 3 years. He shares with us five tips for running a successful benefit at your store:

1. Work with your food bank well ahead of time. In my case, they happily deliver and pick up food barrels. Very time-saving.

2. Include the whole game store when filling up those barrels! It's okay to challenge the card players and roleplayers to bring food. That said, keep the WARMACHINE tournament the center of the food drive.

3. Include other nearby businesses. The employees and customers may be happy to drop by with some food (and the LGS loves this because they get a little more foot traffic).

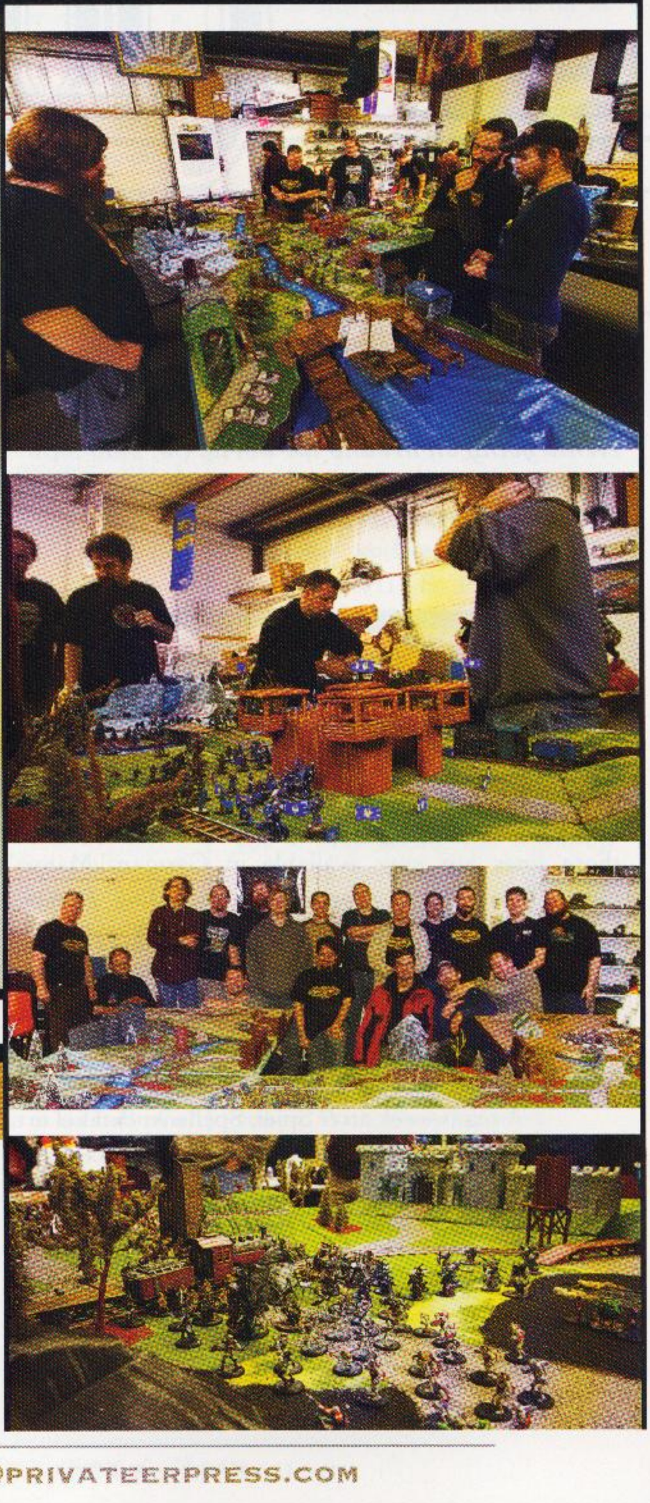
4. Send out press releases to local media with the date, time, location, and a short description of the event. The more people know the more successful you'll be.

5. When working with a food bank, you don't have to worry about the legal and tax ramifications of cash donations. You and your fellow players simply supply non-perishable food items. It's as easy as pie!

WARMACHINE MEGA MEGA EVENT

On Saturday, October 14th Misty Mountain games in Madison, WI played host to the first annual WARMACHINE Mega Mega event. Each of the twenty participants controlled 500 points which amounted to no less than 2500 points from each faction. The game played out on six 4' x 8' tables covered in custom terrain arranged to represent the varied geography of the Iron Kingdoms. Each faction competed for different strategic objects while trying to pummel each other into paste. Despite fantastic competition and Khador's crushing Victory Point advantage Cryx ultimately collected more scenario points to take the win. The other commanders have vowed that the undead will not succeed next year. We hear from a reliable source that Lord Toruk disagrees.

Photos from the Mega Mega event



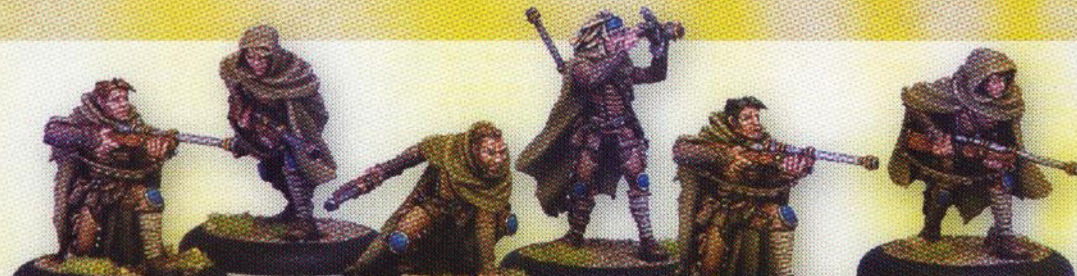
NEW RELEASES

WARMACHINE
PRIME
steam-powered miniatures combat

WARMACHINE: Prime Remix

The BEST just got BETTER! Privateer Press presents your TOTAL rules authority for WARMACHINE. Now featuring shell-shocking full color, the award-winning game of steam-powered miniatures combat is tuned up, rearmed, and ready to turn your tabletop into an arena of destruction. Combining and updating all the basic game rules from the original ***Prime*** and the ***Escalation***, ***Apotheosis***, and ***Superiority*** expansions with a comprehensive errata and clarifications appendix, WARMACHINE: Prime Remix is your single, undisputed gaming resource for high octane, metal-on-metal action. Experience WARMACHINE like never before with brilliant new artwork, a Formula P3 painting guide, and new fiction about your favorite characters and factions.

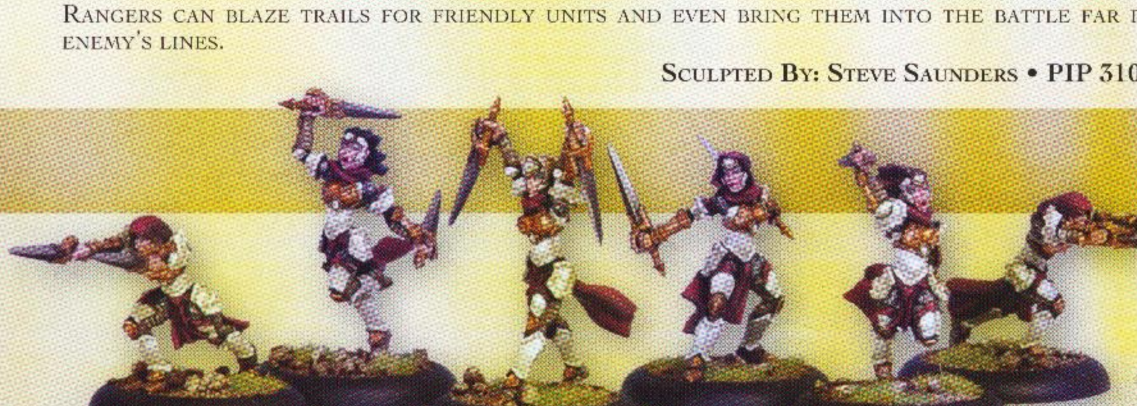
PIP 1009 (Softcover) $24.99
PIP 1010 (Special Edition Hardcover) $39.99



Cygnar Rangers

Cunning and resourceful, Rangers are elite troops trained to blend into the terrain and mark enemy targets for Cygnaran gunners. Equipped with an array of signal gear and detailed maps, Rangers can blaze trails for friendly units and even bring them into the battle far behind the enemy's lines.

Sculpted By: Steve Saunders • PIP 31046 $29.99



Protectorate of Menoth Daughters of the Flame

The Daughters are virtually all widows of fallen Menite soldiers. Possessing peerless grace, they become blurs of fluid motion in battle as they strike with synchronized precision. Their origins shrouded in mystery, the Daughters of the Flame have become a surgical tool for removing threats to the Protectorate both from within and without.

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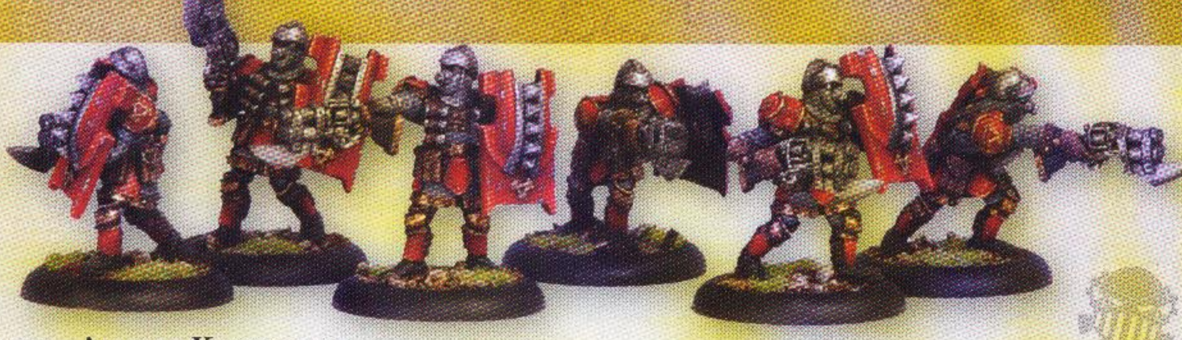
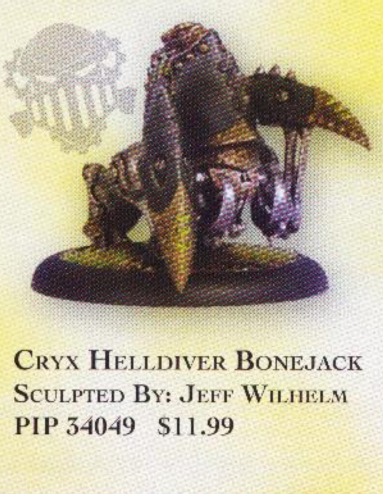


Khador Assault Kommandos

Armed with the most advanced weapons and equipment, Assault Kommandos are the finest light infantry the Motherland has to offer. These elite soldiers can ignore most of the hazards of modern war and blend canny marksmanship and determination with methodical ruthlessness.

Sculpted By: Bobby Jackson • PIP 33046 $29.99 • PIP 33047 (2) $9.99



Cryx Helldiver Bonejack
Sculpted By: Jeff Wilhelm
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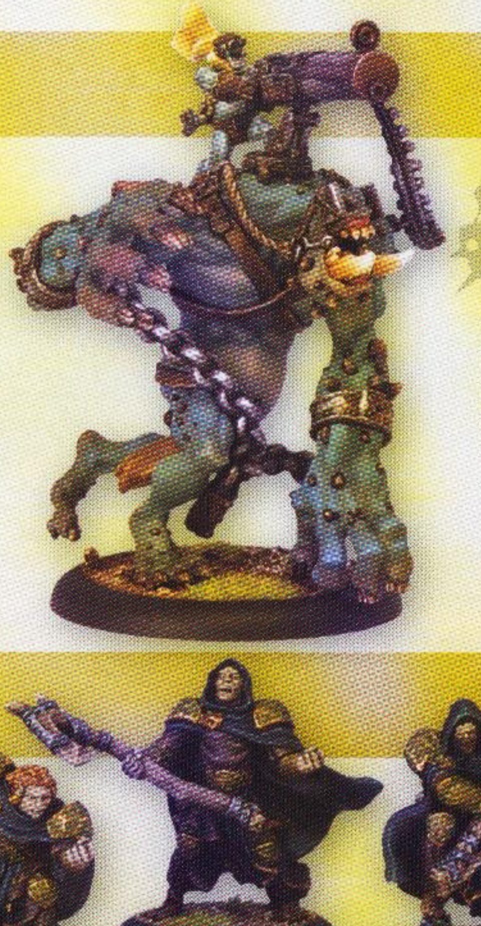
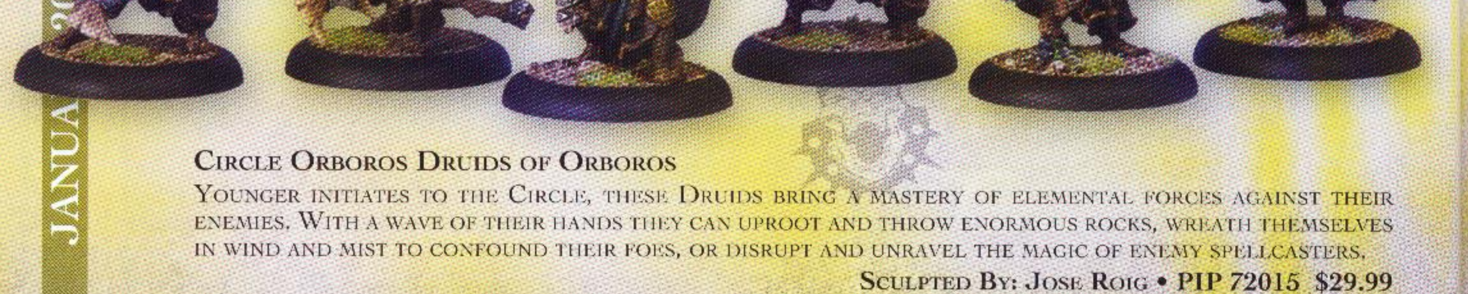


Trollblood
Dire Troll Blitzer
Heavy Warbeast
Sculpted By:
Victor Martins
PIP 71008 $34.99



Circle Orboros Druids of Orboros

Younger initiates to the Circle, these Druids bring a mastery of elemental forces against their enemies. With a wave of their hands they can uproot and throw enormous rocks, wreath themselves in wind and mist to confound their foes, or disrupt and unravel the magic of enemy spellcasters.

Sculpted By: Jose Roig • PIP 72015 $29.99

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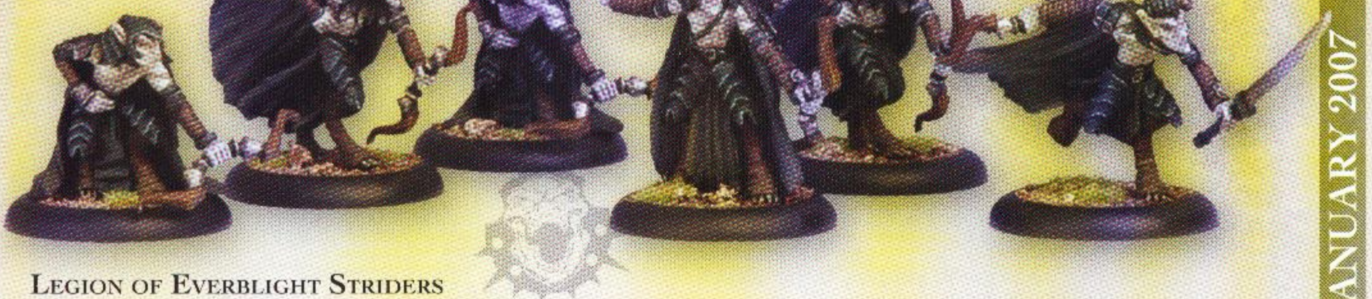
JANUARY 2007

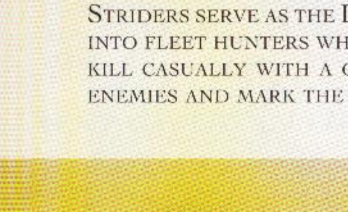


LEGION OF EVERBLIGHT STRIDERS

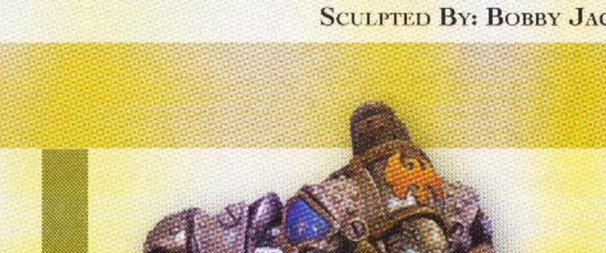
STRIDERS SERVE AS THE LEGION'S SCOUTS AND INFILTRATORS. THE BLIGHT TRANSFORMED THESE FORMER RANGERS INTO FLEET HUNTERS WHO NAVIGATE TERRAIN WITH EASE AND TWISTED THEM INTO BITTER, TAINTED KILLERS WHO KILL CASUALLY WITH A GRIM SATISFACTION. STRIDERS KEEP TO THE SHADOWS AND TREES TO FALL ON FLEEING ENEMIES AND MARK THE PASSAGE OF THE LEGION WITH CORPSES.

SCULPTED BY: BOBBY JACKSON • PIP 73015 $29.99

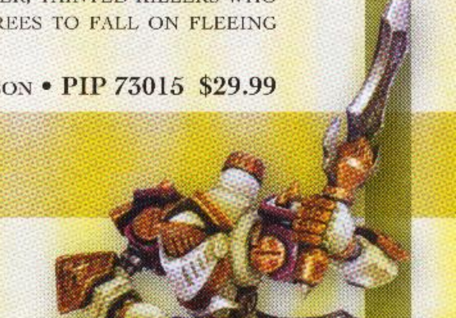
FEBRUARY 20



SKORNE BASILISK KREA
LIGHT WARBEAST
SCULPTED BY: STEVE SAUNDERS
PIP 74006 $14.99



CYGNAR GRENADIER
LIGHT WARJACK
SCULPTED BY: PETER FLANNERY
PIP 31044 $14.99



PROTECTORATE DERVISH
LIGHT WARJACK
SCULPTED BY: JEFF WILHELM
PIP 32043 $14.99

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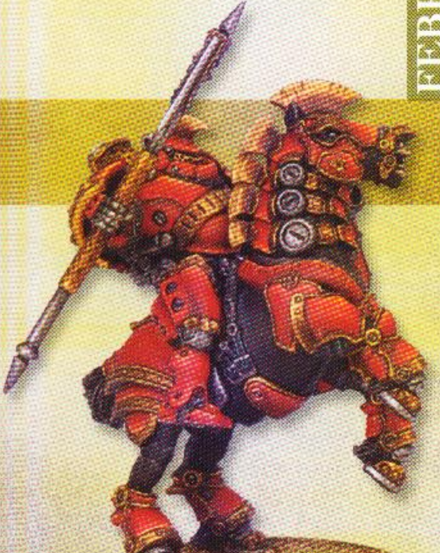

KHADOR MAN-O-WAR
DRAKHUN
SCULPTED BY: JOSE ROIG
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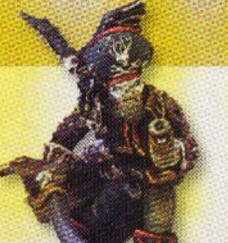

CRYX CAPTAIN
RENGRAVE
SCULPTED BY: WERNER KLOCKE
PIP 34048 $9.99

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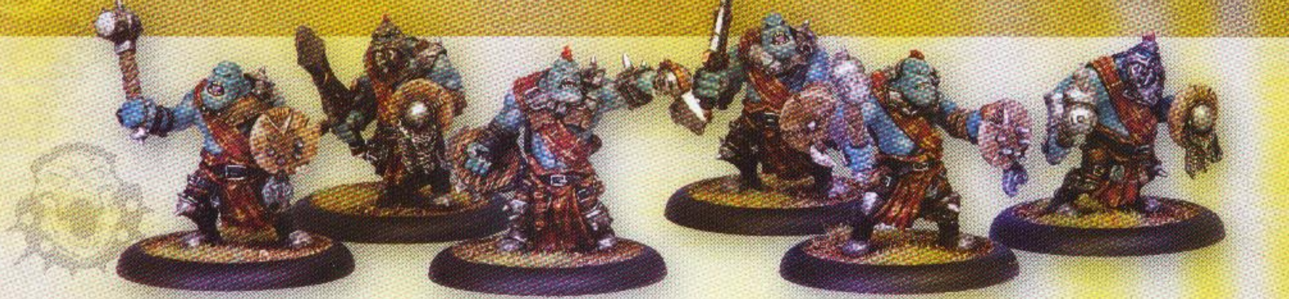

Trollblood Kriel Warrior Unit Box

Brave kriel warriors gather to fight in defense of their lands and form the core of Trollblood armies. More than simple brutes, these trollkin can survive injuries that would kill a human outright, and the war shamans who train and lead them call mighty powers from their goddess to form the warriors into the finest fighters available.

Sculpted By: Felix Paniagua • PIP 71013 $44.99 • PIP 71014 (2) $14.99

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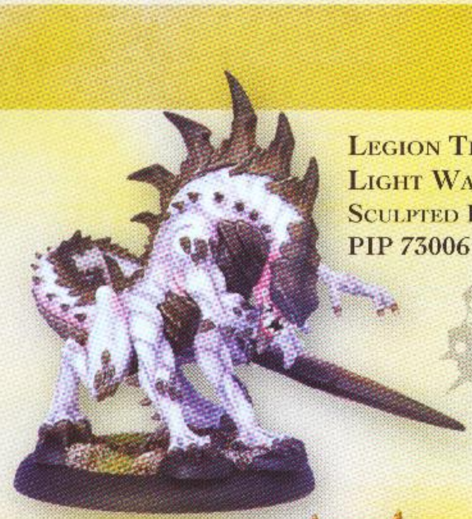
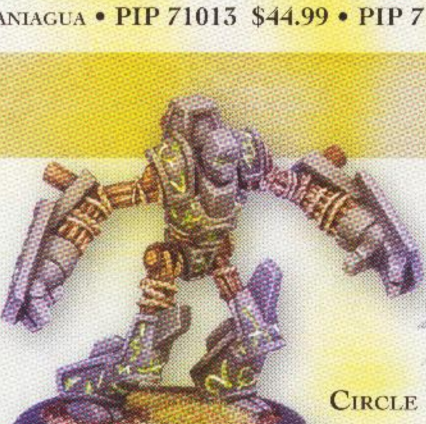


Legion Teraph
Light Warbeast
Sculpted By: Jeff Grace
PIP 73006 $14.99



Circle Woldwatcher
Light Warbeast
Sculpted By: Jeff Wilhelm
PIP 72005 $14.99

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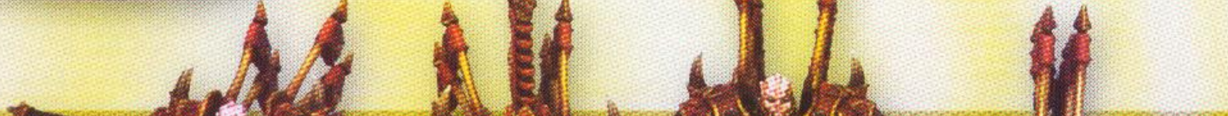

Skorne Cataphract Cetrati Unit Box

The Cetrati embody perfect skorne discipline and fearless tenacity. A wall of these warriors charging across the field, with their shields locked and their wicked polearms aimed forward, will crush through lines of lesser infantry and bring down warbeasts. They are the hard center of the skorne army. They are the first to fight and the last to fall.

Sculpted By: Steve Saunders • PIP 74013 $54.99 • PIP 74014 (1) $14.99

NEW RELEASES

FORMULA P3

Mercenary Colors
Iron Kingdoms Colors
Cryx Colors
Khador Colors
Cygnar Colors
Formula P3
Warmachine

PIP 93011	Flesh Wash
PIP 93012	Armor Wash
PIP 93013	Red Ink
PIP 93014	Yellow Ink
PIP 93015	Green Ink
PIP 93016	Blue Ink
PIP 93017	Brown Ink
PIP 93018	Turquoise Ink
PIP 93019	Sanguine Base
PIP 93020	Skorne Red
PIP 93021	Khador Red Base
PIP 93022	Khador Red Highlight
PIP 93023	Ember Orange
PIP 93024	Heartfire
PIP 93025	Cygnus Yellow
PIP 93026	Sulfuric Yellow
PIP 93027	Battlefield Brown
PIP 93028	Umbral Umber
PIP 93029	Bloodstone
PIP 93030	Bloodtracker Brown
PIP 93031	Bootstrap Leather
PIP 93032	Hammerfall Khaki
PIP 93033	Thornwood Green
PIP 93034	Gnarls Green
PIP 93035	Iosan Green
PIP 93036	Ordic Olive
PIP 93037	Traitor Green
PIP 93038	Wurm Green
PIP 93039	Necrotite Green
PIP 93040	Exile Blue
PIP 93041	Cygnar Blue Base
PIP 93042	Cygnar Blue Highlight
PIP 93043	Greatcoat Grey
PIP 93044	Ironhull Grey
PIP 93045	Frostbite
PIP 93046	Coal Black
PIP 93047	Trollblood Base
PIP 93048	Meredius Blue
PIP 93049	Arcane Blue
PIP 93050	Underbelly Blue
PIP 93051	Beaten Purple
PIP 93052	Murderous Magenta
PIP 93053	Sanguine Highlight
PIP 93054	Carnal Pink
PIP 93055	Idrian Flesh
PIP 93056	Beast Hide
PIP 93057	Khardic Flesh
PIP 93058	Midlund Flesh
PIP 93059	Ryn Flesh
PIP 93060	Battledress Green
PIP 93061	Gun Corps Brown
PIP 93062	Rucksack Tan
PIP 93063	Moldy Ochre
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PIP 93065	Menoth White Base
PIP 93066	Menoth White Highlight
PIP 93067	Cryx Bane Base
PIP 93068	Bastion Grey
PIP 93069	Cryx Bane Highlight
PIP 93070	Trollblood Highlight
PIP 93071	Thrall Flesh
PIP 93072	Thamar Black
PIP 93073	Morrow White
PIP 93074	Pig Iron
PIP 93075	Cold Steel
PIP 93076	Quick Silver
PIP 93077	Radiant Platinum
PIP 93078	Molten Bronze
PIP 93079	Rhulic Gold
PIP 93080	Solid Gold
PIP 93081	Blighted Gold
PIP 93082	Brass Balls

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MODELING AND PAINTING

By **Mike McVey**, Miniatures Director, Privateer Press

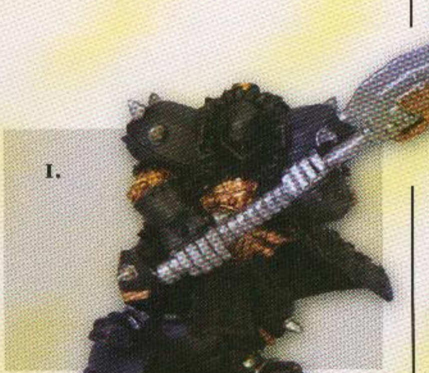
THE FORMULA P3 RANGE

In the last two issues of No Quarter we looked at aspects of the P3 range. This month we look at the entire range and how the different elements come together to create a comprehensive painting system.

This system can be used in many different ways to suit your painting style. In this article, we look at a miniature painted from start to finish entirely with Formula P3.

THE FULL RANGE

The entire P3 range is made from paints, inks, and washes, and while those elements are all quite different, they have been designed to be used in conjunction with each other to provide a huge range of possibilities. There are 64 paints, six ink colors and two specific washes. Lets take a moment to explain what the difference is between these.



1. Base coat metals with Pig Iron and Molten Bronze. Achieving a good flat coat is important.

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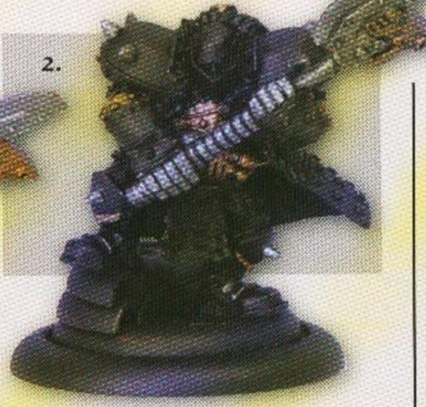
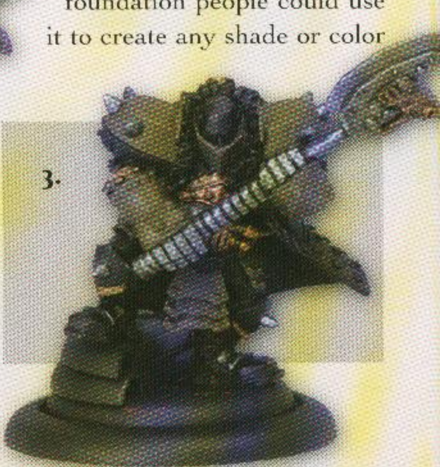
PAINTS

Anyone who has put brush to miniature will be familiar with paint. At least I hope they will! P3 are acrylic based like most other specific miniature paint lines. The last two NQ articles examined in some detail the unique qualities of the P3 line, including their superior coverage and smoothness, so I won't repeat myself here. The whole range of paints comprises 64 colors, and these should really be all you will ever need. We decided very early on that we wanted to keep the range compact while still providing a full spectrum of colors. The theory was that if we provided a good foundation people could use it to create any shade or color they wanted. If the line does not include a favorite color you can easily mix up a batch in an empty pot. If we tried to cover every



2. Shade the metals using Pig Iron with Armor Wash and Molten Bronze with a mix of Armor Wash and Turquoise Ink.

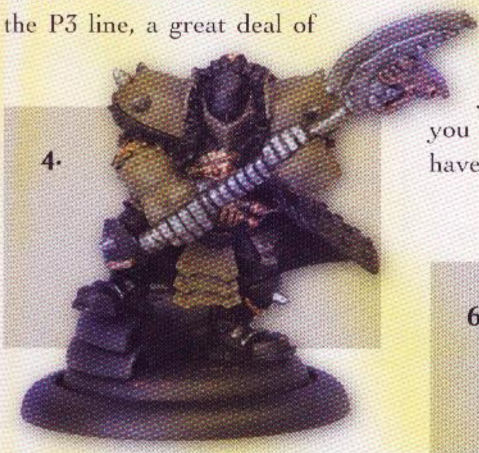


3. Base coat armor with Thornwood Green.

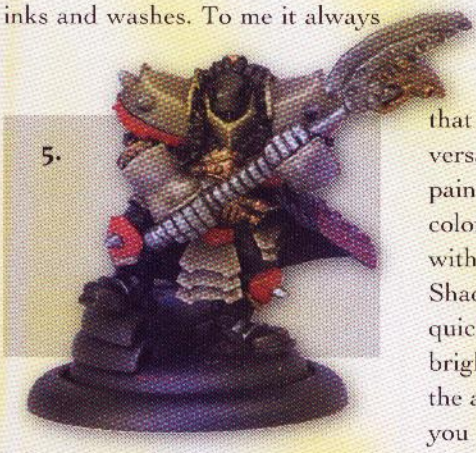
eventuality we would end up with a range of several hundred colors.

INKS AND WASHES

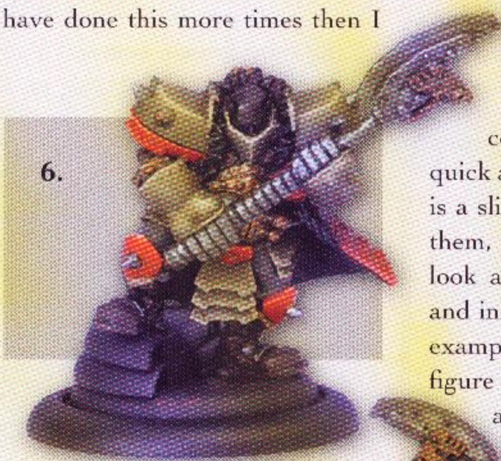
One thing you will instantly notice is that the inks and washes come in a different container - a dropper bottle! When we first announced the P3 line, a great deal of the discussion and arguments centered around the container (you might have thought that what came in the container would be the important thing…). Two opposing camps - those for and those against dropper bottles - immediately sprang up. After defending the decision to put the paints in flip-top pots, it feels necessary to explain the decision to use droppers for the inks and washes. To me it always seemed simple that the different elements of the line should go in the container most appropriate to their use. It just makes more sense to put the thinner, more liquid inks and washes in a container that makes them easier to dispense. It also makes them a little more spill-proof. If you knock over an open pot of paint, you can avoid spilling any if you move quickly (believe me, I have done this more times then I can remember). If an open topped pot of ink goes over you might as well reach for the paper towels. Anyway, that is enough about the containers; let's look at what is in them.


4.

4. First stage highlights on armor. Apply this mix of Thornwood and Rucksack Tan to the edged and upper surfaces of the plates.


5.

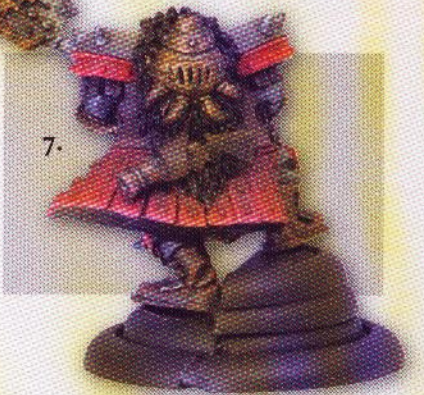
5. Second stage highlights on armor. Add more Rucksack to the previous highlight mix. Base coat the armor trim with a mix of Khador Red Base and Sanguine Base. The bottom section of the coat is painted with Sanguine Base.


6.

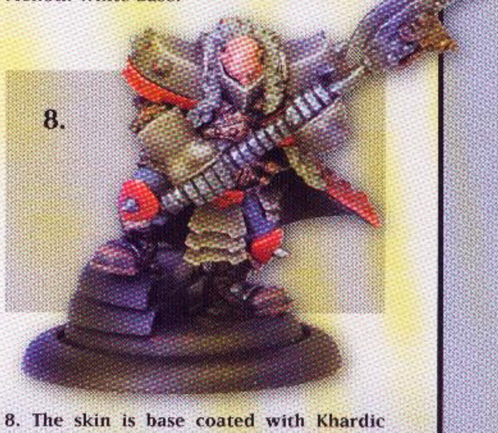
6. Final highlight on armor. Menoth White Base is added to the highlight mix and applied to the very edges. The red trim is highlighted with Khador Red Base and Highlight. The trousers are base coated with Greatcoat Grey and the leather areas with Battlefield Brown.

Inks have so many uses that they are one of the most versatile tools in the miniature painter's arsenal. Dull or flat colors can be magically imbued with life after a quick glaze. Shading washes can be created quickly and easily. Paints can be brightened by mixing in a spot of the appropriate colored ink. Once you have mastered the basics of inks you will wonder how you ever managed without them. The P3 range contains six inks. That does not sound like a lot, but it should pretty much cover everything you will ever need. The pigments are very pure, which makes it easy to mix new colors without them going dull and muddy.

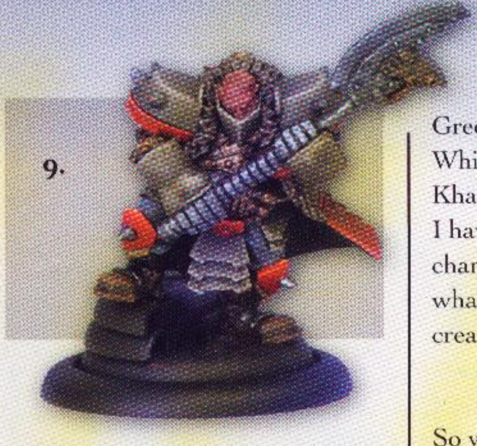
So what's the difference between a wash and an ink? Well, quite a lot in this case. While you can use inks to create washes, we specifically formulated two shading washes that you will use on a really regular basis: Flesh Wash and Armor Wash. Both of these are a mix of several different elements that together give you the color and consistency for quick and effective shading. There is a slight learning curve to using them, and next month we will look at how to use both washes and inks in detail. There are brief examples in the stage-by-stage figure in this article to wet your appetite though.


7.

7. Back View. The coat is highlighted with Sanguine Base, Khador Red base and Menoth White Base.

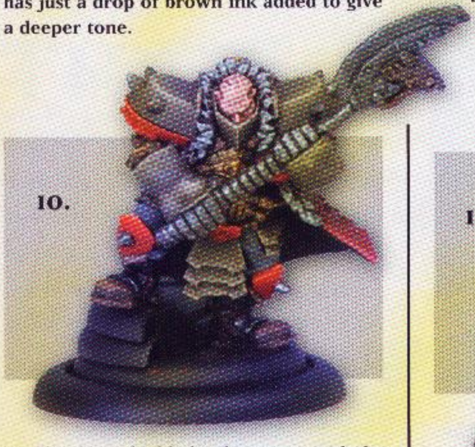

8.

8. The skin is base coated with Khardic Flesh. The trousers are highlighted with Greatcoat and Ironhull Grey. The leather is highlighted with Battlefield Brown and Bootstrap Leather.



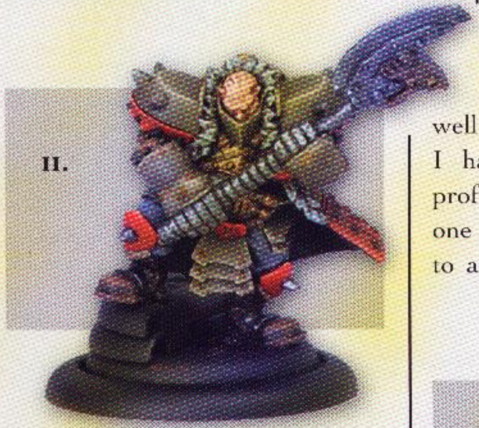
9.

9. The skin is shaded with Flesh Wash. This has just a drop of brown ink added to give a deeper tone.



10.

10. The skin is highlighted in stages with the following colors. First - Khadic Flesh, then - Khardic + Midlund, then - pure Midlund, then Midlund + Iosan, then - pure Iosan on the very edges.



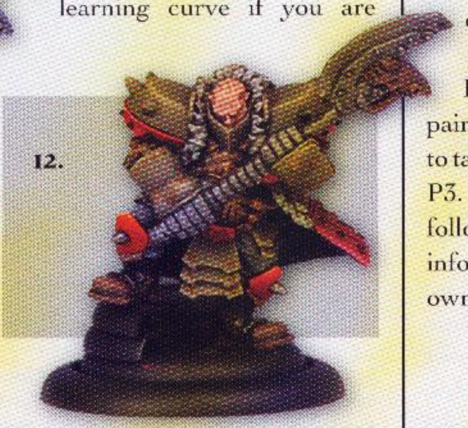
11.

11. A little thinned down Bloodtracker Brown is applied round the rivets to give a rust effect

The P3 range possess 72 different parts designed to intermix to create an infinite number of combinations. The more you use the paints, inks, and washes the more combinations you will discover that you never realized existed. There is a great example in this article on the stage-by-stage Epic Butcher. The combination of Thornwood Green, Rucksack Tan, and Menoth White Base creates the perfect Khador 5th Border Legion scheme. I have included an updated mixing chart for the paints, which shows what colors can be combined to create shade and highlight tones.

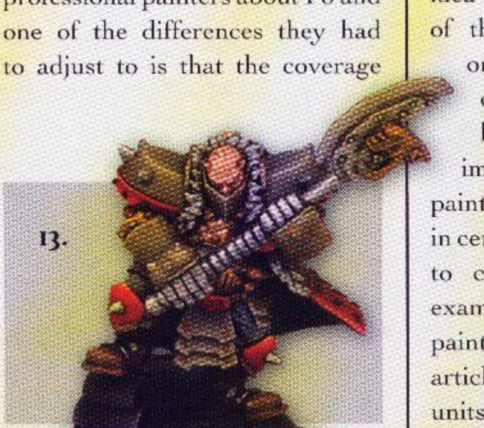
PAINTING

So what are they like to use? Well the short answer is great! You might find a little bit of a learning curve if you are used to painting miniatures with other ranges, but it is well worth getting used to them. I have talked to quite a few professional painters about P3 and one of the differences they had to adjust to is that the coverage is a lot better than they have been used to previously. I talked about the drying time before, and the slightly longer time that P3 stays workable can really be an advantage. Blending with P3 is just so much easier when you have a little more time to do it. This line has some great advantages, and the longer you paint with P3 the more you will get out of it.



12.

12. The red areas are glazed with Red + Yellow Ink. At this stage the figure is given a good coat of matte varnish for protection before the metals are highlighted.



13.

13. First stage highlights on the metals. Pig Iron areas are highlighted first with Pig Iron and then Cold Steel. The shaded Bronze areas are first re-coated with Molten Bronze and then Bronze + Cold Steel.

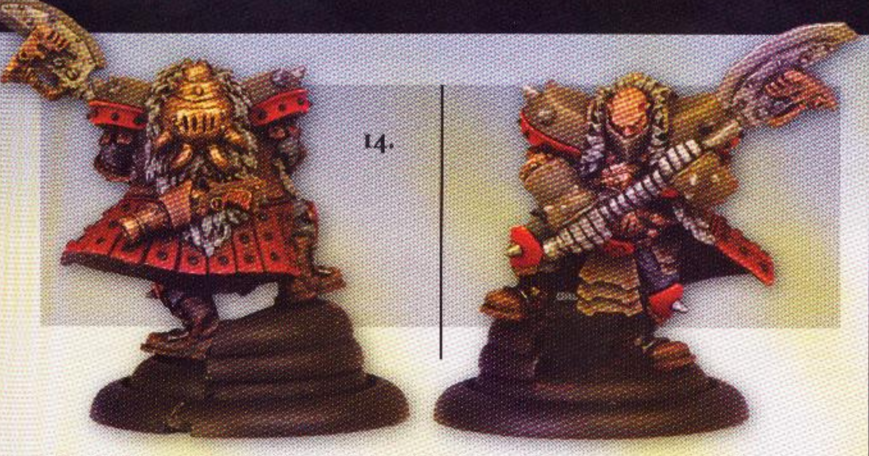
Of course there are no absolute right ways to paint. One of the great things about the hobby is that everyone has their own take on it. What we are trying to present in these articles is the Privateer Press studio way of painting and how we have learned to take advantage of the qualities of P3. We do not insist you slavishly follow these instructions. Take the information you want and go your own way.

IN PRACTICE

The rest of this article looks at a stage-by-stage figure painted exclusively with P3. I tried to capture all the key stages with photographs, to give you a true idea about the progression of the miniature, but space constraints mean that we combined some of the stages. You should still get a good idea how the different elements of the range come together in one miniature. Of course you can adapt the stages shown here to fit any miniature. The important thing is the way the paints, inks, and washes combine in certain orders and combinations to complete a miniature. This example is a warcaster, so he's painted to a high standard. Future articles will show you how to paint units and troops in a quicker, but equally effective, way.

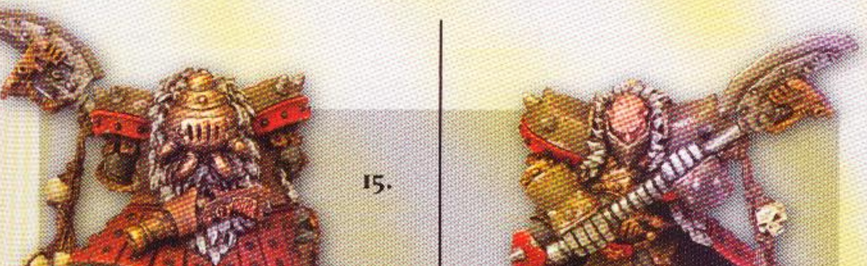
As with any miniature you paint, the first stage is to clean and assemble the pieces. The only piece that we left off the Epic

14.



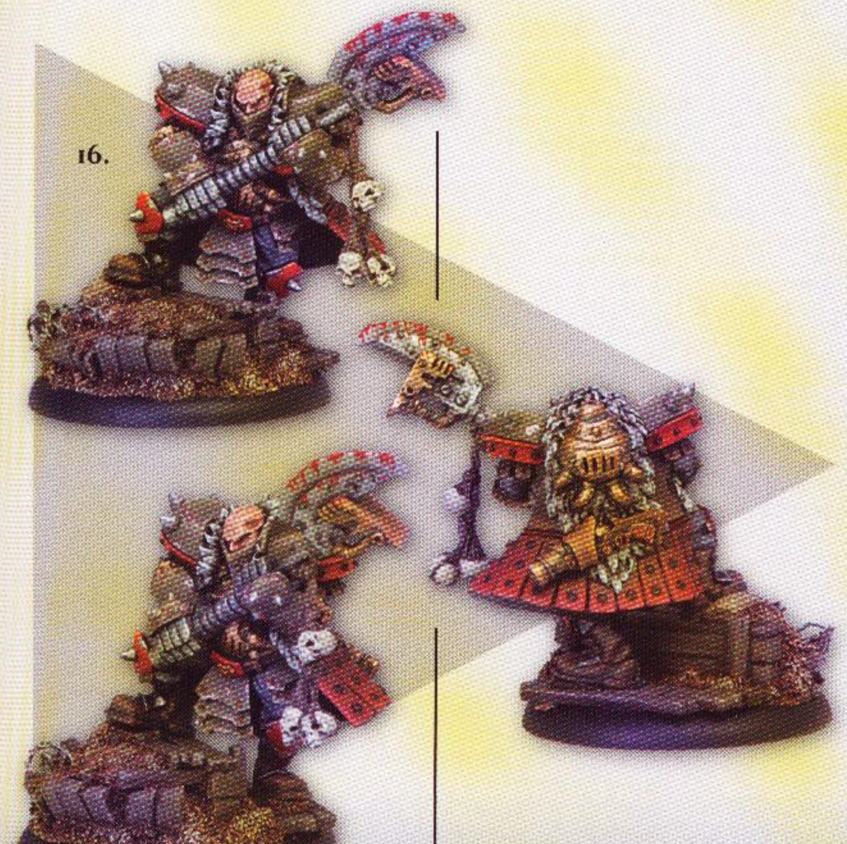
14. Top highlight on the metals. These both have Quick Silver added to the respective highlight mixes.

15.



15. The final stages were to add some battle damage to the edges of the armor and attach the skulls to the axe.

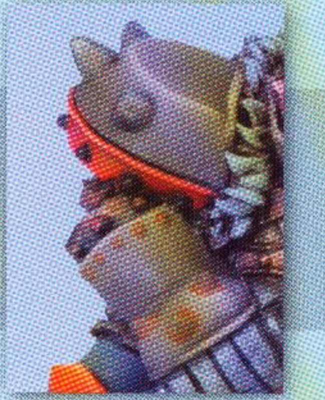
16.



16. The last stage was to attach the miniature to the custom base. A long metal pin was drilled into the left foot when the miniature was assembled for this purpose.

Butcher is the skulls on the axe. These are quite delicate and might well come off with all the handling during painting. I drilled two large holes in the axe haft to accept the round fittings on the skull piece to make this part more secure. I also decided early on to put him on a custom base, so I mounted him on a base for painting with a section raised to match the position of the right leg. Once the pieces were assembled and dry they received a black undercoat spray and any bits missed with this got touched in with Thamar Black to give a good solid black base to work over.

What the hell is blending?

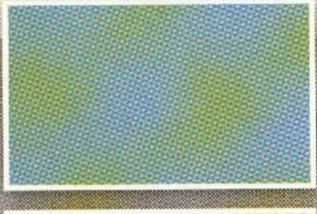


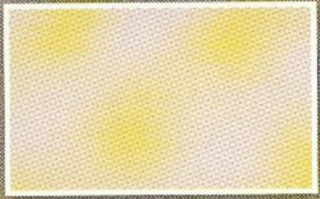
The word 'blending' gets thrown around freely in miniature painting articles - but what is it? Well, blending has lots of definitions, but the technique I use involves applying a color over a dry base and using a second (clean but damp) brush to fade the edge out. So you are not blending two wet colors together but fading one out over the top of another to give the effect that they are blended. It's not as complex as it sounds, and once mastered it's the single most useful advanced technique you will ever learn. See the smooth graduation of color on the Epic Butcher's armor? That's blending.

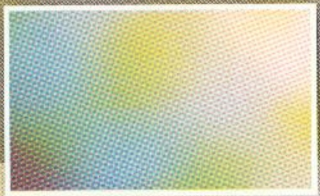
Paint Mixing Chart

My last article included a basic mixing chart for P3 showing the highlight and shade tones for the first 36 colors. This month we expand that for the whole 64 color paint range. The different columns show the shade, highlight, and top highlight tones for each color. These are intended to be mixed with the base color you are using to create a subtle progression of tone. For example, when highlighting Thornwood Green you do not use straight Rucksack Tan; you just add a little Tan to the Green and highlight with that. Then you add a little more and highlight with that, and so on until you have created a subtle progression of color. You can carefully blend each color, or you can just layer them up on top of each other.

Base Coat	Shade	Highlight	Further Highlight
Sanguine Base	Gnarls Green	Sanguine Highlight	Menoth White Base
Skorne Red	Sanguine Base	Cygnus Yellow	Morrow White
Khador Red Base	Sanguine Base	Khador Red Highlight	Morrow White
Khador Red Highlight	Khador Red Base	Morrow White	
Ember Orange	Bloodtracker Brown	Cygnus Yellow	Morrow White
Heartfire	Khador Red Base	Cygnus Yellow	Morrow White
Cygnus Yellow	Khador Red Base	Morrow White	
Sulphuric Yellow	Ember Orange	Menoth White Highlight	Morrow White
Battlefield Brown	Exile Blue	Gun Corps Brown	Rucksack Tan
Umbral Umber	Thamar Black	Bootstrap Leather	Rucksack Tan
Bloodstone	Cygnar Blue Base	Rucksack Tan	Menoth White Base
Bloodtracker Brown	Umbral Umber	Moldy Ochre	Menoth White Base
Bootstrap Leather	Battlefield Brown	Rucksack Tan	Menoth White Base
Hammerfall Khaki	Gun Corps Brown	Menoth White Highlight	Morrow White
Thornwood Green	Battlefield Brown	Rucksack Tan	Menoth White Base
Gnarls Green	Sanguine Base	Iosan Green	Wurm Green
Iosan Green	Gnarls Green	Wurm Green	Sulphuric Yellow
Ordic Olive	Traitor Green	Moldy Ochre	Sulphuric Yellow
Traitor Green	Battledress Green	Ordic Olive	Menoth White Base
Wurm Green	Iosan Green	Necrotite Green	Sulphuric Yellow
Necrotite Green	Iosan Green	Morrow White	
Exile Blue	Thamar Black	Morrow White	
Cygnar Blue Base	Exile Blue	Cygnar Blue Highlight	Morrow White
Cygnar Blue Highlight	Cygnar Blue Base	Morrow White	
Greatcoat Grey	Thamar Black	Morrow White	
Ironhull Grey	Thamar Black	Morrow White	
Frostbite	Greatcoat Grey	Morrow White	
Coal Black	Thamar Black	Menoth White Base	
Trollblood Base	Sanguine Base	Trollblood Highlight	Midlund Flesh
Meredius Blue	Cygnar Blue Base	Arcane Blue	Morrow White
Arcane Blue	Meredius Blue	Morrow White	
Underbelly Blue			
Beaten Purple	Exile Blue	Arcane Blue	Morrow White
Murderous Magenta	Sanguine Base	Carnal Pink	
Sanguine Highlight	Sanguine Base	Menoth White Base	
Carnal Pink	Murderous Magenta	Morrow White	
Idrian Flesh	Bloodstone	Khardic Flesh	Midlund Flesh
Beast Hide	Umbral Umber	Hammerfall Khaki	'Jack Bone
Khardic Flesh	Idrian Flesh	Midlund Flesh	Ryn Flesh
Midlund Flesh	Idrian Flesh	Ryn Flesh	Morrow White
Ryn Flesh	Khardic Flesh	Morrow White	
Battledress Green	Battlefield Brown	'Jack Bone	Menoth White Base
Gun Corps Brown	Battlefield Brown	Hammerfall Khaki	Menoth White Highlight
Rucksack Tan	Bloodtracker Brown	Menoth White Base	Menoth White Highlight
Moldy Ochre	Boostrap Brown	Sulphuric Yellow	Morrow White
'Jack Bone	Beast Hide	Menoth White Highlight	Morrow White
Menoth White Base	Rucksack Tan	Menoth White Highlight	Morrow White
Menoth White Highlight	Menoth White Base	Morrow White	
Cryx Bane Base	Thamar Black	Cryx Bane Highlight	Menoth White Base
Bastion Grey	Battlefield Brown	Menoth White Base	Menoth White Highlight
Cryx Bane Highlight	Cryx Bane Base	Thrall Flesh	Morrow White
Trollblood Highlight	Trollblood Base	Midlund Flesh	Ryn Flesh
Thrall Flesh	Bastion Grey	Morrow White	
Thamar Black		Coal Black	Menoth White Base
Morrow White	Ironhull Grey		
Pig Iron	Thamar Black	Cold Steel	Quick Silver
Cold Steel	Pig Iron	Quick Silver	
Quick Silver	Cold Steel		
Radiant Platinum	Brass Balls	Quick Silver	
Molten Bronze	Battlefield Brown	Cold Steel	Quick Silver
Rhulic Gold	Molten Bronze	Solid Gold	Quick Silver
Solid Gold	Molten Bronze	Quick Silver	
Blighted Gold	Thamar Black	Cold Steel	Quick Silver
Brass Balls	Battlefield Brown	Quick Silver	

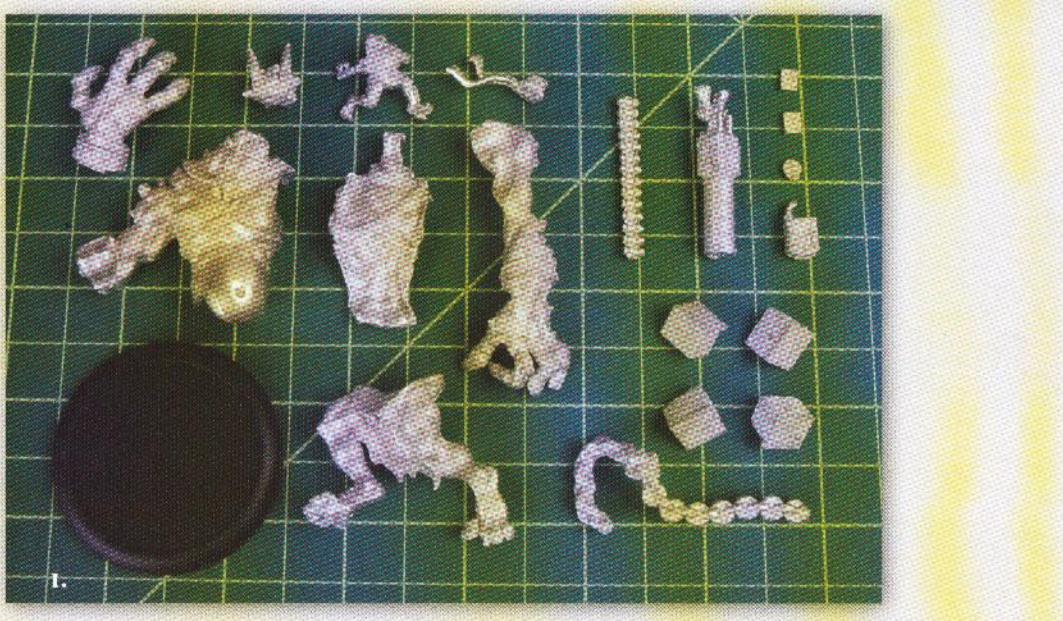




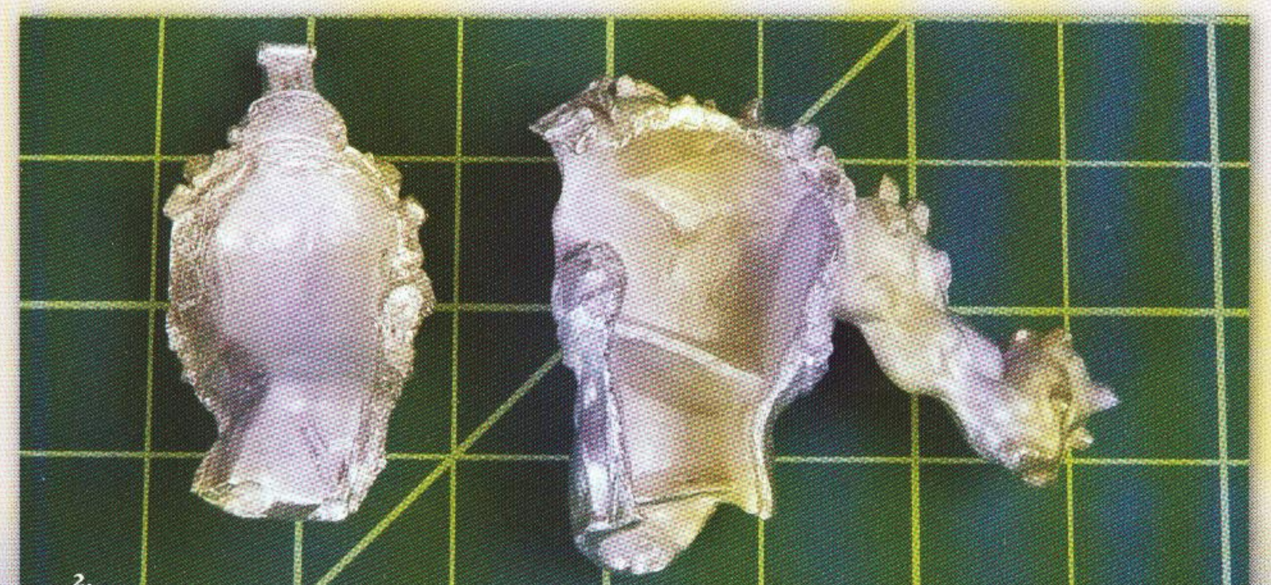


The colors of the P3 range are designed to mix together, creating huge variations in tone. The Trollblood Base and Highlight colors are a great example of this. At first glance, there appears to be no relationship between the two colors - one is turquoise and the other is a light, warm grey. If you mix a little of the highlight tone into the base it creates the perfect highlight shade. Keep adding more to create lighter highlights. You can achieve deeper shading by adding Sanguine Base with Trollblood Base and create top highlight colors by adding Midlund Flesh to your highlight mix. The blended color swatch shown here illustrates how these four colors work together to create a perfect Trollkin skin tone.

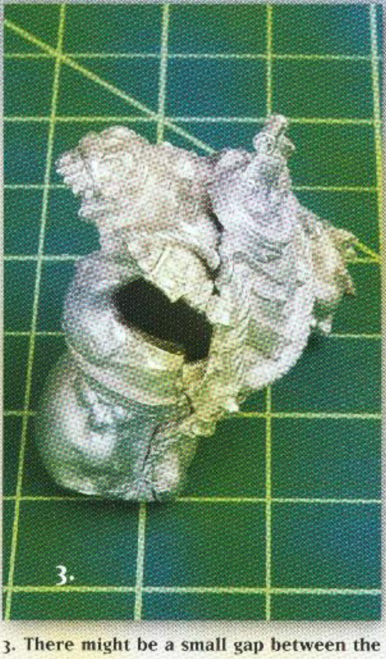
ASSEMBLING THE BLITZER



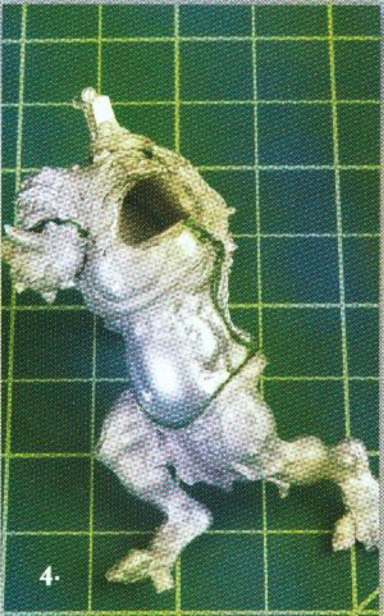
1. The first stage is to clean all the pieces ready for assembly. Use a needle file and craft knife to remove any of the marks left from casting.



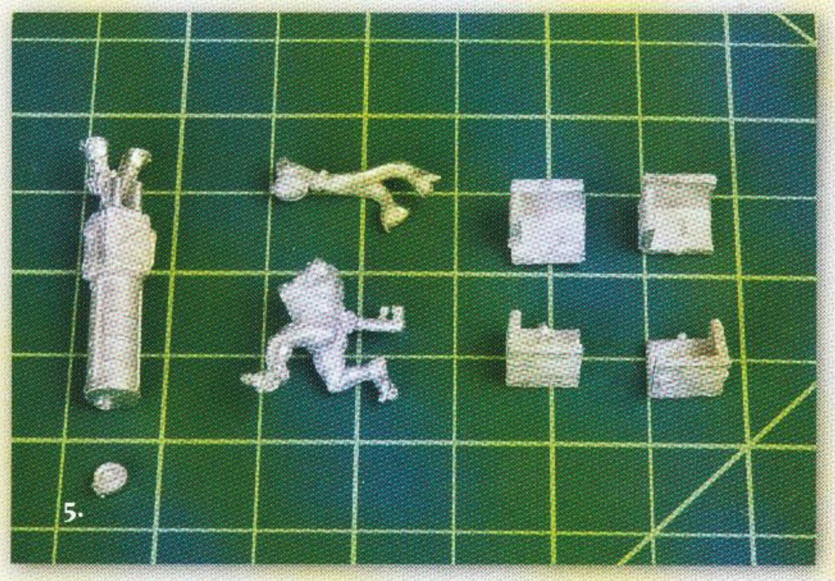
2. Score the join areas between the large pieces with a craft knife to give the glue something to key to and provide a stronger join.



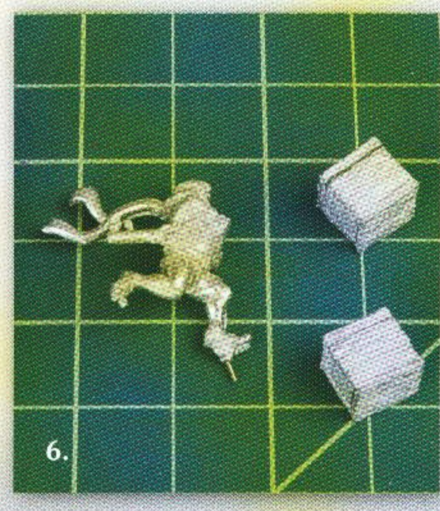
3. There might be a small gap between the two body halves.



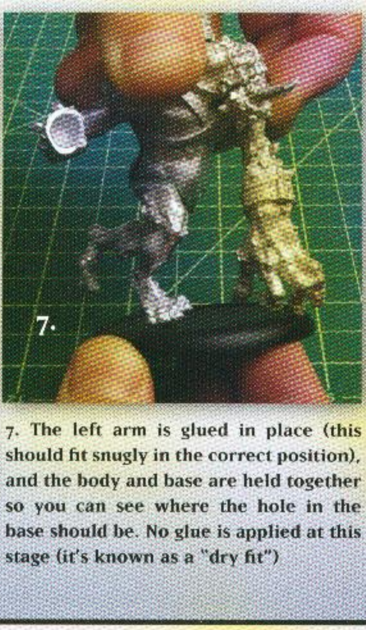
4. Fill any small gaps between the main body pieces, legs, and jaw with modeling putty.



5. Assemble the smaller components while the putty on the main body is drying.

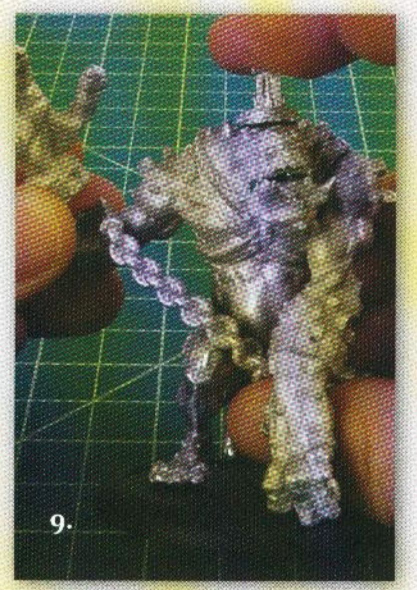


6. Insert a pin into the foot of the gunner to fasten it to the main body.

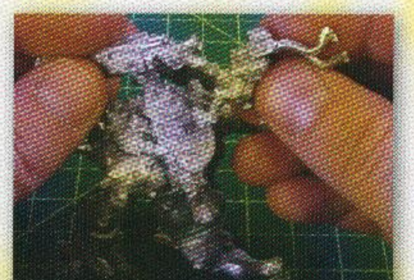


7. The left arm is glued in place (this should fit snugly in the correct position), and the body and base are held together so you can see where the hole in the base should be. No glue is applied at this stage (it's known as a "dry fit")

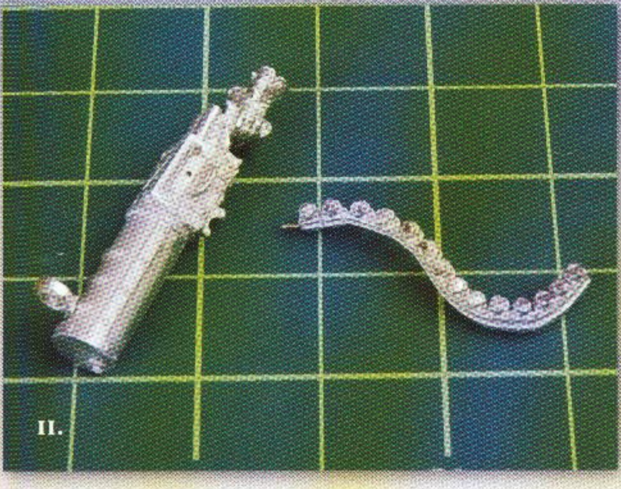
8. The hole is drilled in the base in the appropriate place.



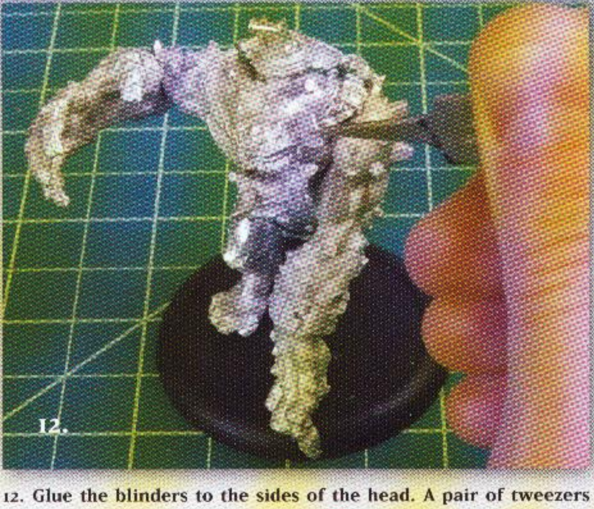
9. Glue the body to the base. The chain is left off until the pieces are painted to make it easier, but it's a good idea to dry-fit the pieces to make sure they fit. The chain should fit accurately, but if it doesn't a little bending will fix that.



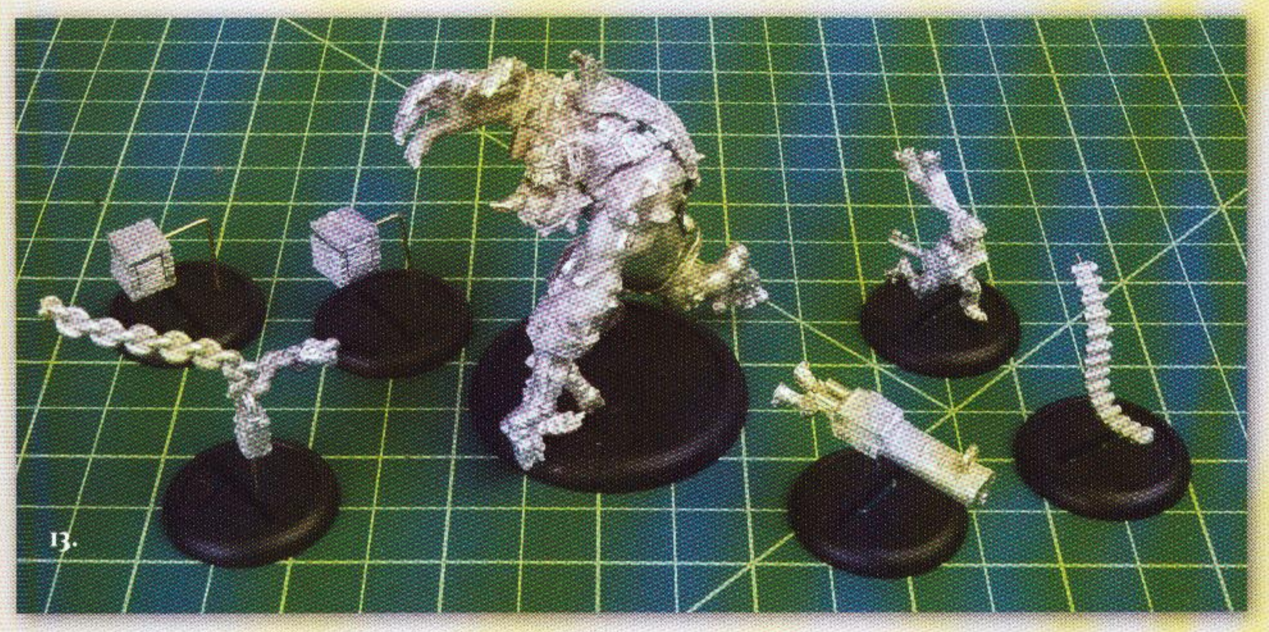
10. Dry fit the body, gun, and gunner to make sure they go together. The gunner and gun are pinned to the body but not glued.


11.

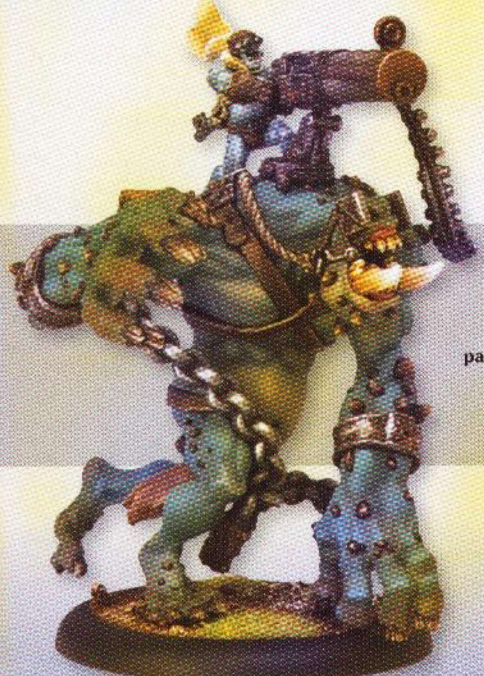
11. Pin the ammo belt to the side of the gun.

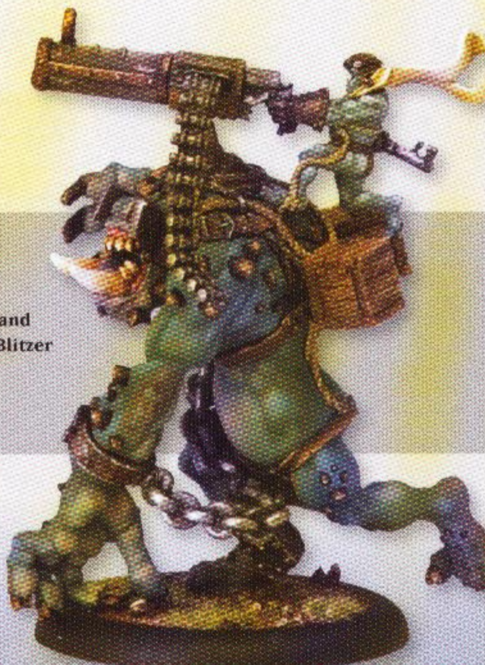

12.

12. Glue the blinders to the sides of the head. A pair of tweezers can be useful when handling small components like this.


13.

13. Attach all of the separate pieces to bases to make painting easier.





Final assembled and painted Dire Troll Blitzer

GRIND

Developed by
Kevin Clark, Duncan Huffman, Doug Seacat, Jason Soles, Rob Stoddard, and Matt Wilson • Art by **Franz Vohwinkel**

WARJACK COMBAT SPORT

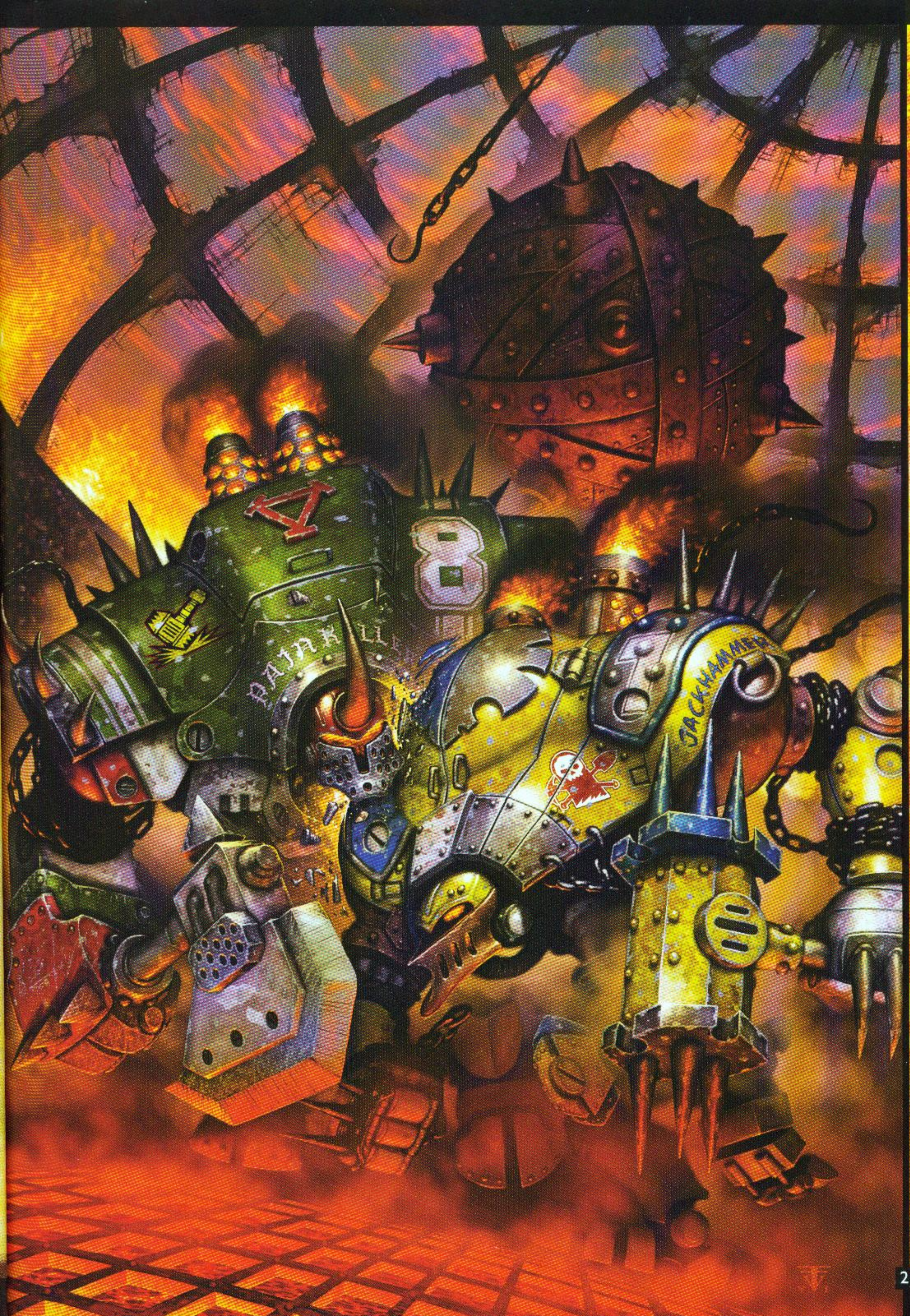
Heavy Khadoran boots stomped on the metal flooring of the upper decks. The air hung thick with oppressive heat and the smell of grease and blistering iron. The racket of thousands of fans shouting encouragement to the warjacks below combined with clashing metal to create a deafening cacophony. Everything came down to this tie-breaker crush in the finals match, a three-goal battle between bitter rivals. Last season the Khardov Krushers shut out the visiting Northguard Gravediggers. The Cygnarans had come to their rival's home arena looking for payback, but now their situation looked grim.

The Gravediggers had taken a beating from the enormous iron-banded Grinder and the Khadoran warjacks. The Gravedigger's captain—a new Stormclad named "Tornado"—had been battered to scrap against the spiked stone wall in the first crush. The wreckage of its form was lit by the hellish orange glow from below the thick iron grating of the floor. Now two Ironclads and a Hammersmith were outnumbered by Khadoran steel. Two Marauders, a Juggernaut, and a Destroyer all converged on the rolling Grinder.

"Legbreaker", an old Ironclad, scanned the arena with glowing eyes as it stepped up, its right arm dangling and useless. It received a directive from its warcaster Coleman Stryker, who watched from the sidelines, that released its inhibiting locks. Legbreaker already had one penalty flag and another would make it inert, but freed now to violate the rules of the match its eyes gleamed with eager malice. Legbreaker ignored the Grinder rolling toward the Cygnaran goal. It strode instead toward the Khadoran 'jacks and slammed its quake hammer into the metal flooring. With a rending sound of protesting metal, the floor buckled in a wave and toppled the two nearest Krushers. Hisses and angry shouting from the crowd erupted at this dirty play. Legbreaker instantly slumped and its eyes dimmed as its cortex automatically shut down.

The last two Gravediggers followed at full steam just behind Legbreaker. "Jackhammer", the other Ironclad, slammed straight into the Juggernaut "Painkiller" like two freight trains colliding. Jackhammer lowered its shoulder and, backed by all the mass of its armored body and super-heated steam engine, sent the Khadoran 'jack flying. Painkiller skittered across the rusted flooring and nearly tumbled into the goal pit. Where once three Krushers had blocked the goal, the Gravediggers now had a clear lane.

The last Marauder moved to intercept but too slowly. The Hammersmith "Nails" reached the Grinder first and reared back with hammers raised. Ringing metal on metal filled the arena as Nails pounded the sphere forward and followed with a double-hammer strike that sent the ball teetering across the lip and into the goal pit. The gong of a score sounded and bedlam engulfed the arena as the match ended. The two remaining Cygnaran 'jacks faced the infuriated crowd and shook their raised hammers in victorious defiance.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PAINKILLE
JACKHAMMER

INTRODUCTION

Grind is a combat sport game for two players. Played in a gigantic, hazard filled stadium, two opposing teams of warjacks attempt to push a massive metal encrusted Grinder into their opponent's Goal Pit. The first team to score a goal wins the match.

Of course, pushing the 12', 4-ton Grinder around and scoring is only part of the game. Systematically annihilating your opponent's 'jacks with your own fierce weaponry and hazards keeps the opposing numbers down and gives you the upper hand on the way for the score.

Although only warjacks compete on the Grind Field (the Grinder alone would crush men to paste, not to mention the dozen marauding warjacks), each team includes a warcaster who operates behind the scenes. The warcaster controls his team, guides the action, and dictates the plays. Players build a team to fit their own tactics.

Grind is a fun and exciting new way to play with your WARMACHINE models in a fast paced arena with brutal metal on metal action. The merciless sport of Grind does not exist in the true Iron Kingdoms universe. In this alternate world a parody of the conflicts in western Immoren plays out as a hyper-destructive sports entertainment event.

THE GRIND RULEBOOK

Grind is typically played on a 3'x3' table. Each player has a 4" diameter **Goal Pit** in the middle of the table, 3" from the rear of his *deployment zone*. A **Bumper**, a 2" diameter spiked column Hazard, is placed 2" directly in front of the **Goal Pit**. The **Catch** is a 2" diameter area in the center of the table where the Grinder is dropped at the start of the game.

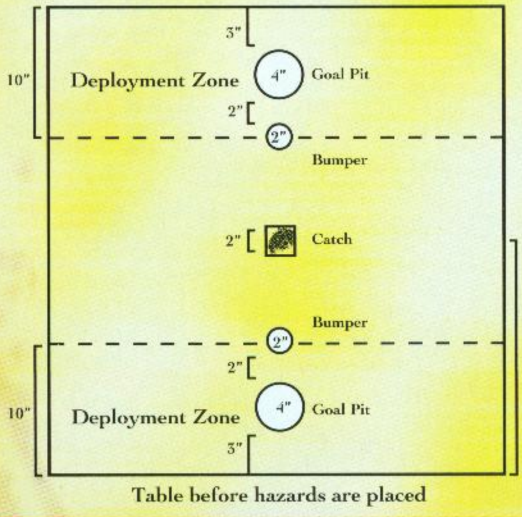
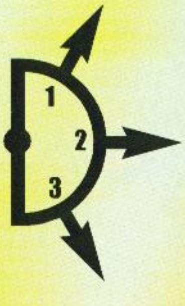


Table before hazards are placed

Richochet Template



GRIND Rule Modifications

Grind utilizes the rules of WARMACHINE with a few modifications. See *WARMACHINE: Prime Remix* page 20 – 80 for more information.

Advance Deployment – Models do not benefit from Advance Deployment in Grind.

Arc Nodes – Arc Nodes are not used in Grind.

Control Area – Since the warcaster is a model not represented during play there is no control area. However, warjacks can be allocated focus normally regardless of their position on the Grind Field.

Slams – A warjack making a slam does not suffer a -2 penalty on its attack roll when targeting a model with an equal or smaller-sized base. A warjack slamming a model with a larger-sized base suffers -2 on its attack roll.

PLAYING GRIND

SET-UP

Before the start of the game players decide how many Hazards to use and then take turns placing the Hazards.

BEGINNING

Once the Hazards have been placed, each player rolls a d6. The highest roller chooses any player, including himself, to be the first player. Once established, the turn order remains the same for the rest of the game.

Players then deploy their teams starting with the first player. The first player may choose any edge of the playing surface with a Goal Pit and deploy all his forces completely within 10" of that edge. This area is that player's *deployment zone*. The second player then deploys his team on the opposite side of the playing surface following the same guidelines.

Once both players have deployed their teams, place the Grinder in the center of the Catch.

The player who sets up first takes the first turn.

WINNING

A team scores a point and wins the match when any part of the Grinder's base enters the opponent's Goal Pit.

FLAGS

The rules of Grind limit the attack options available to participating warjacks. When a warjack makes an attack, other than a power attack or a bash, that does not target the Grinder or a model in control of the Grinder after the damage roll, it receives a Flag. The first Flag is a warning. If the warjack gets a second it immediately becomes inert. The warjack generally remains inert for the rest of the Crush.

Both teams struggle for control of the Grinder

Falling into the Goal Pit

If a warjack's base touches the area of a Goal Pit, it falls in. At the start of the next player's Maintenance Phase, a crane lifts the warjack from the pit and drops it into the Catch at the center of the table.

Place the dropped model in the center of the Catch. It suffers a POW 16 damage roll and is knocked down. If a dropped model lands on top of a model, the model's controller pushes it back to make room for the falling model.

If a dropped model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers the same damage roll as the dropped model.

The Grinder touches the the edge of the goal, scoring a point for the Imer Incinerators

THE GRINDER

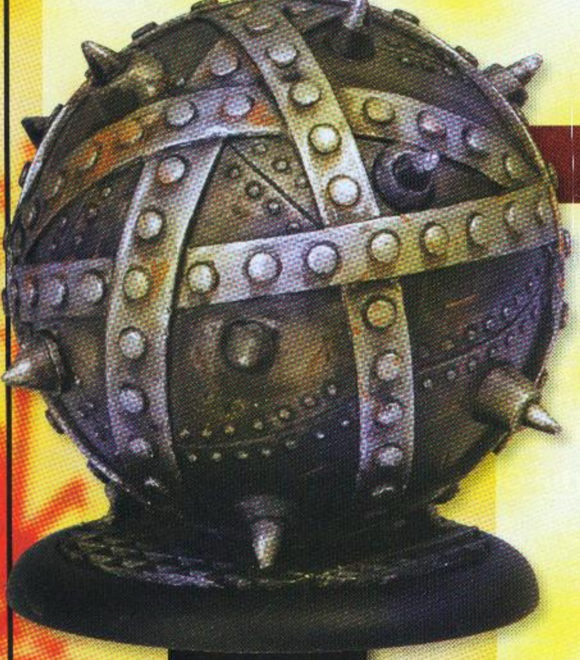
The Grinder is a 12' tall, 8000 lb. ball of metal fragments and scrap wrapped in multiple layers of steel cable and covered in rivets, studs, spikes, and other protrusions.

The Grinder is a large-based model that is automatically hit by melee attacks and has DEF 5.

The Grinder is never a friendly or enemy model.

HEAVY DUTY

The grinder cannot be knocked down, made stationary, removed from play, or destroyed. A model screened by the Grinder gains an additional +2 DEF. Attacks that ignore screening also ignore this bonus.



CONTROL OF THE GRINDER

A warjack with a functional Open Fist can gain control of the Grinder by moving within ½" of the Grinder's base during its activation if the Grinder is in its front arc and uncontrolled.

When an uncontrolled Grinder moves within ½" of the front arc of a warjack with a functional Open Fist, its controller may declare the warjack is taking control of the Grinder. If the model takes control of the Grinder, the Grinder stops moving.

Only one model may have control of the Grinder at a time.

A model can give up control of the Grinder at any time during its activation.

If the Grinder moves or is placed more than ½" from its controlling model or if it leaves its controlling model's front arc, the model loses control of the Grinder. A model also loses control if it is knocked down, made stationary, goes inert, runs, charges, slams, or tramples. A controlling warjack with two functional Open Fists may run with the Grinder and not lose control.

GUARD

When the Grinder is controlled it is not automatically hit by melee attacks and has DEF 10.

A Grinder cannot be slammed through the warjack currently controlling it. A Grinder moves into base contact and stops when it comes in contact with the controlling warjack. The controlling warjack is not knocked down.

PURCHASE
YOUR GRINDER AT:
STORE.PRIVATEERPRESS.COM

The Northguard Gravediggers and Five Fingers Stealers face off.

MOVING THE GRINDER

The Grinder may only be moved in the following ways:

ROLLED BY A CONTROLLING WARJACK

While controlled, the Grinder may be rolled by its controlling warjack. While being rolled, the Grinder moves with its controlling warjack as it continues its movement, directly away from the warjack at the same rate it is moving. A rolled Grinder stops if it comes in contact with another model, the table edge, an obstacle, or obstruction.

HIT BY A MELEE ATTACK

When the Grinder is hit by a melee attack, it may be moves directly away from its attacker. A melee attack from a light warjack moves the Grinder d3". A melee attack from a heavy warjack moves the Grinder d6". When moved by a melee attack, the Grinder stops if it comes in contact with another model, the table edge, an obstacle, or obstruction.

HIT BY A RANGED ATTACK

The Grinder may also be moved by ranged attacks. If a ranged attack succeeds in hitting the Grinder make a damage roll. The Grinder moves 1" in a direction determined by the ricochet template for each damage point scored over 18.

Center the ricochet template over the Grinder with the 2 pointing directly away from the point of origin of the attack and roll a d3 to determine the direction the Grinder moves. When moved by a ranged attack, the Grinder stops if it comes in contact with another model, the table edge, an obstacle, or obstruction.

AIMING AT A GRINDER

When the Grinder is targeted and hit by a ranged attack that received an Aiming bonus, the warjack's controller chooses the direction on the ricochet template the Grinder moves.

SLAM

The Grinder is round and when slammed it moves further than other models that are sent sprawling to the ground. The Grinder moves +2" when slammed by a light warjack and +4" when slammed by a heavy warjack.

If a slammed Grinder collides with a model with an equal-sized base it continues moving if it has enough movement remaining to move completely past the model's base, otherwise it stops where it contacted the model. The model the Grinder contacted is knocked down and suffers collateral damage.

If the Grinder is slammed into the table edge, an obstacle, or obstruction it will ricochet and continue its movement.

When the Grinder is slammed into a Spiked Column, center the ricochet template at the point the Grinder

MOVING THE GRINDER

contacted the Spiked Column with the 2 pointing toward the point of origin of the slam and roll a d3 to determine the direction in which the Grinder continues its movement.

When the Grinder is slammed into a low wall, a high wall, or the table edge, place the flat edge of the ricochet template parallel with and centered at the point the Grinder contacted the hazard or table edge and roll a d3 to determine the direction in which the Grinder continues its movement.

A model cannot take control of a slammed Grinder until the slam has been resolved.

BEING SLAMMED INTO THE GRINDER

When a model is slammed into the Grinder, the Grinder suffers a damage roll equal to the POW of the slam. The Grinder moves 1" directly away from the model for each damage point scored over 18. When the Grinder is moved in this fashion it stops if it comes in contact with another model, an obstacle, or obstruction.

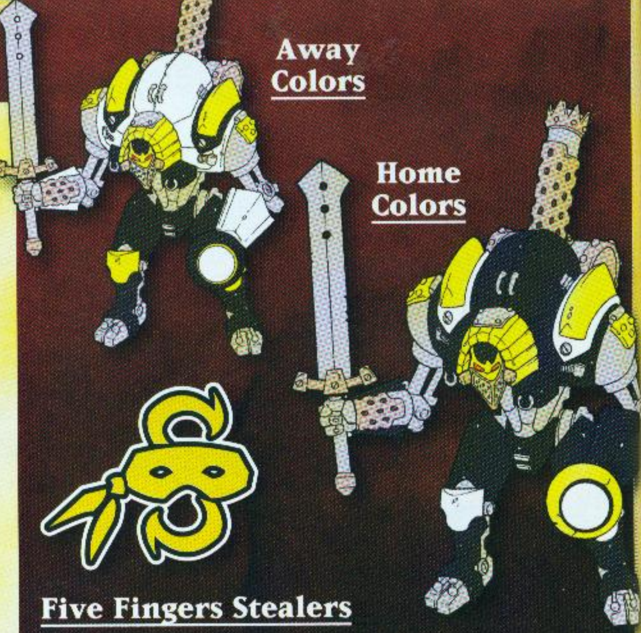
THROWS & DOUBLE-HAND THROWS

The Grinder may be moved by throws and double-hand throws normally. A model does not have to succeed in a STR test to throw the Grinder.

JUMP BALL

When a model with two-functional Open Fists throws the Grinder, instead of making a normal double-hand throw, the warjack can arc the Grinder through the air over the heads of models that would otherwise be in its path. The Grinder is moved as if it was thrown normally but does not stop moving if it contacts an obstruction or a model with an equal-sized base. The Grinder cannot be targeted by free strikes during this movement.

Center the Grinder on its point of impact. If the Grinder contacts another model when it is placed, push that model out of the way. That model is then knocked down and suffers a damage roll with a POW equal to the STR of the throwing model.



Five Fingers Stealers

The Stealers have a reputation for lightning fast maneuvers and dirty tricks, drawing penalty flags at the earliest opportunity. Fielding an impressive roster of light warjacks like the Talon and Renegade, the Stealers also rely on cheap heavies like the Nomad. They use numbers alone to swamp opponents, tie up stronger 'jacks, and sneak the Grinder into the goal. The Stealers are easily recognizable in their stark lines of black, white, and yellow.

HAZARDS

Before the start of the game players each place one (1) Hazard. **Hazards** are terrain features that have specific measurements and game effects. A Hazard cannot be placed within 3" of the Catch, a Goal Pit, a table edge, or another Hazard, including the Bumper.

Hazard	Dimensions	Special
Pool	**5" diameter**	This is a shallow water pool (See WARMACHINE: Prime Remix Shallow Water page 78-79).
Spiked Column	**2" diameter**	Spiked Column is an obstruction that cannot be damaged. A model that is slammed or thrown into the Spiked Column suffers two additional dice of damage for colliding with the terrain feature.
Low Wall	**6"x 1"**	This is an obstacle.
High Wall	**6"x 1+"**	This is an obstruction.
Pit Trap	**3" diameter**	If a model enters any portion of the pit trap area, it is removed from the table. If the Grinder was removed it is immediately dropped into the Catch. If a warjack was removed it follows the Falling Into at the Goal Pit rules, see in the callout above.
Deep Water	**3" diameter**	A Deep Water pool is a basin with a raised edge that prevents the Grinder from entering. It uses the Deep Water rules from *WARMACHINE: Prime Remix* (page 78-79).

TEAMS

Before the start of a Grind match each player has to build his team. Each player has 500 points and must include a warcaster and no more than eight (8) warjacks. The warcaster and his warjacks must be from the same faction. Warcasters are chosen from the Grind rosters below. Warjacks are selected normally at their regular point costs and are subject to normal Field Allowance.

WARCASTER

The warcaster controls his team from off the table and is not represented by a model during play. Each warcaster has a FOC stat that determines the amount of focus points that may be allocated to his team. Focus points can also be spent for Maneuvers, which are comparable to WARMACHINE spells. Each warcaster also has a Play that may be used once per game much like a feat.

Unlike WARMACHINE, a warcaster does not activate.

The warjacks on a warcaster's team are always in his control area.

ALLOCATING FOCUS

During your Control Phase, your warcaster can allocate focus points to the warjacks on your team. Up to three focus points may be allocated to any friendly warjack, anywhere on the table.

Focus points that are not allocated may be spent on Maneuvers throughout the turn.

MANEUVERS

A warcaster can spend focus points to use maneuvers at anytime during his team's turn. However, he cannot interrupt a model's movement or an attack to do so. A warcaster may use a maneuver before or after a model moves, but not in the middle of its movement. Likewise, he may use a maneuver before and after each attack, but he cannot interrupt an unresolved attack, nor can he use a maneuver between the movement and attack portions of a charge. Maneuvers may be used prior to initiating an attack or after completely resolving an attack, including determining hits, damage, and special effects.

PLAY

A warcaster can use his play at anytime he could use a maneuver. A warcaster can only use a play once per game.

TEAM CAPTAIN

Each player must select one warjack on his team to be the Team Captain, commonly referred to as 'Captain'. Some warcaster abilities, maneuvers, and/or plays may be centered on the Captain in lieu of a control area. If the Captain is disabled, totaled, or goes inert, any maneuvers or plays that require the Captain to be the target cannot be utilized. Reduce the focus point costs of maneuvers used on friendly Captain by one (1). This benefit cannot reduce the focus point cost of a maneuver below one.

ALTERNATE GAME TYPES

While Grind is intended as a fast paced sudden death match there are many ways to play Grind. Try playing a match where the winning teams is the first to score three (3) goals. Or maybe racing against the clock is more your style and you'd rather place a time limit on the match

The following are a few optional game types that all participating players should agree on before the start of the match.

MULTI-GOAL GRIND

When playing Multi-Goal Grind both players should agree on the number of goals need to win before the start of the match.

Multi-Goal Grind is divided into a series of Crushes equal to the number of goals needed to win the match. After each goal is scored the current Crush ends.

SCORING

A team scores a point and the Crush ends when any part of the Grinder enters the opponent's Goal Pit. After a point is scored, remove all models from the table. They will be deployed at the start of a new Crush.

END OF A CRUSH & REPAIRS

At the end of a Crush, teams have time to repair their 'jacks. Each player may remove a total of 6d6 damage points from the warjacks on his team. Damage points can be removed from anywhere on a warjack's damage grid. Destroyed warjacks cannot be repaired.

CAPTAINS IN MULTI-GOAL

If a Team Captain is totaled or still disabled after end of Crush repairs, its controlling player must choose a Captain at the beginning of the next Crush. A player can change his Captain at the beginning of each Crush.

FLAGS

A warjack that goes inert due to Flags is removed from the table at the end of the Crush but must sit out the following Crush and is not placed on the table. After sitting out a Crush, the warjack may return to play normally.

STARTING A NEW CRUSH

At the start of a new Crush a crane lifts the Grinder from the Goal Pit and places it back in the center of the Catch.

The player who did not score the point deploys his team first and takes the first turn.

Disabled warjacks that are not functional after being repaired and destroyed warjacks cannot be deployed.

Inert warjacks must sit out the next Crush while being reactivated.

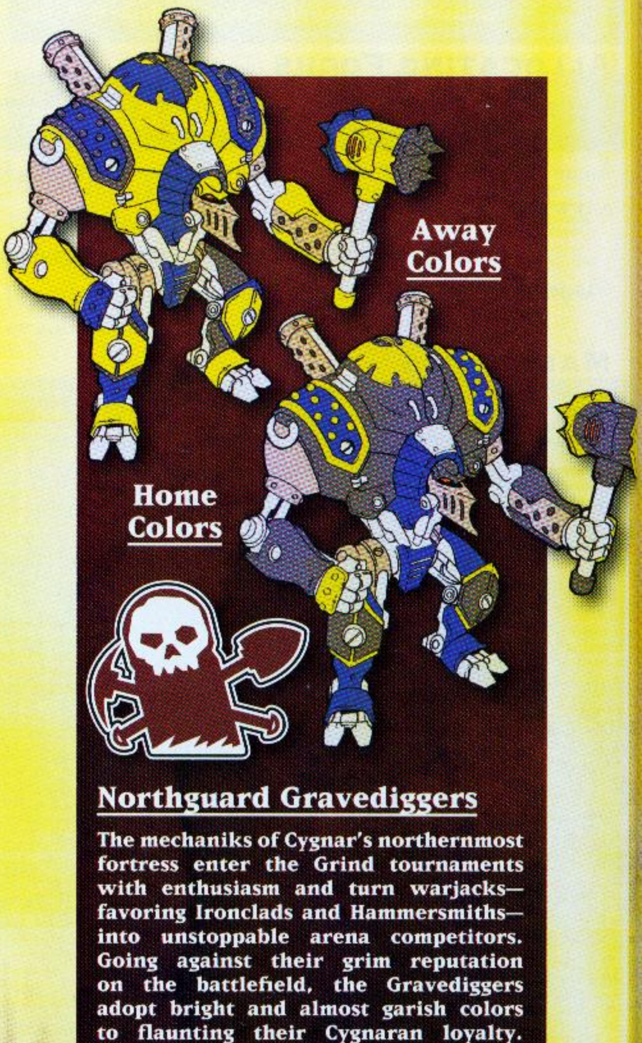
TIMED GRIND

When playing Timed Grind the participating players should agree on how long the match will last. The winner is the team that has scored the most goals at the end of the set amount of time. If the match is tied as time expires move to a Shoot Out.

SHOOT OUT

Shoot Outs can be utilized to resolve Grind matches that end in a tie to reveal a clear victor. Each warjack attempts to score a goal with a single activation. After all warjacks have activated the team that scores the most wins the match.

Warjacks disabled, destroyed, or inert at the end of the match cannot participate in a Shoot out.



Northguard Gravediggers

The mechaniks of Cygnar's northernmost fortress enter the Grind tournaments with enthusiasm and turn warjacks—favoring Ironclads and Hammersmiths—into unstoppable arena competitors. Going against their grim reputation on the battlefield, the Gravediggers adopt bright and almost garish colors to flaunting their Cygnaran loyalty. They favor blue, gray, and unmistakably bright Cygnus yellow accented with polished bronze.

FACTION ROSTERS

Cygnar

Warjacks accessable:
All Cygnar Warjacks

Warcasters accessable:
Coleman Stryker – FOC 6 · Points 42

Play:

Stryker's Wrath
Friendly warjacks gain +3" of movement and +3 ARM. At the beginning of the controlling players next Maintenance Phase, each enemy warjack in melee range of a friendly warjack takes a POW 12 damage roll. Warjacks damaged by Stryker's Wrath suffer Disruption. Stryker's Wrath lasts for one round.

Maneuvers:

Gird – Cost 2
Target warjack and friendly warjacks in base contact with the affected warjack gain +2 DEF. Gird lasts for one round. Gird may be cast once per turn.

Overload – Cost 2
When target warjack is hit by an attack, the attacker immediately suffers Disruption. Overload lasts for one round.

Electric Charge – Cost 3
Target uncontrolled Grinder gains Electric Charge. After all friendly warjacks have activated this turn the affected Grinder will discharge. All warjacks within 3" of the Grinder suffer a POW 12 damage roll. Warjacks damaged by Electric Charge suffer Disruption.

Victoria Haley – FOC 7 · Points 52

Play:

Downhill
If the Grinder is within 18" inches of Haley's Team Captain, the Grinder is immediately moved 2d6 inches directly toward the Captain. If a Grinder moves within ½" of the Captain it immediately stops. Treat this movement as if the Grinder had been slammed for the purposes of collisions and collateral damage.

Maneuvers:

Assist – Cost 3
Target friendly warjack in base-to-base contact with Haley's Team Captain may immediately make one attack with any of its weapons, regardless of the weapons ROF. This does not effect the warjack's next activation. The warjack does not receive a flag for this attack. Assist may be cast once per turn.

Bump & Run – Cost 2
Target friendly warjack may immediately move up to its SPD in inches after completing its combat action this activation.

Nudge – Cost 2
Move an uncontrolled Grinder 2" directly toward a friendly warjack. During this movement, the Grinder stops if it comes in contact with another model, the table edge, an obstacle, or obstruction. Nudge may only be cast once per turn.

Time Slip – Cost 5

The Grinder and enemy warjacks currently within 3" of target friendly warjack move at half rate. Time Slip lasts for one round.

ALTERNATE GAME TYPES - CONTINUED

STARTING A SHOOT OUT

Each warcaster starts a Shoot Out with a number of focus points equal to their FOC stat. Remove all hazards from the field including the Bumpers in front of each goal pit. Each player must organize their warjacks in the order they will make their Shoot Out attempts. Each player rolls a d6. The highest roller decides who will take the first scoring attempt. Before a team's first attempt the warcaster may allocate focus to warjacks participating in the Shoot Out. Players then take turns attempting to score until all warjacks have had one attempt.

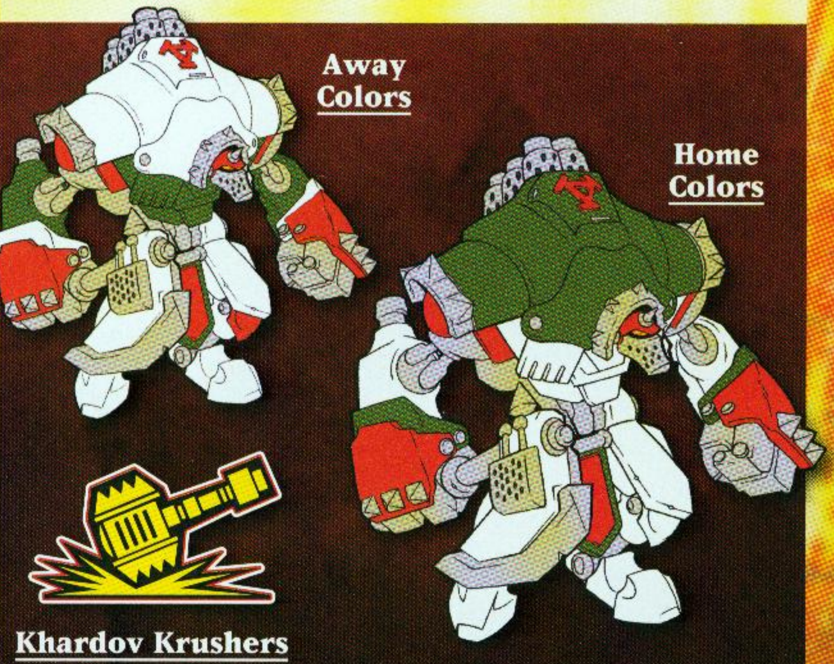
ATTEMPTS

Each warjack is allowed one Shoot Out attempt. Place the Grinder 8" from the opponent's goal pit. Then place a single warjack anywhere completely within 6" of the Grinder for its Shoot Out attempt. The warjack then has one activation in which to attempt to score.

Once the warjack has completed its Shoot Out attempt, the opposing team sets up for its first attempt. Players alternate in this manner until all available warjacks have had one (1) attempt. Keep in mind that if your opponent has more available warjacks at the end of a match he will have more Shoot Out attempts than you.

WINNING A SHOOT OUT

After every warjacks has completed its Shoot Out attempt the team with the most scores wins the match. If there is a tie set up for another Shoot Out until one team wins.



Khardov Krushers

No Khadoran team boasts more championship trophies than the Khardov Krushers. Noted for unmatched aggression in the arena, they always try to send at least one opposing 'jack to the scrapyard. Few adversaries can stand before their heavily armored Marauders and Juggernauts, particularly when led by the unpredictable Orsus Zoktavir. The Krushers put a new spin on colors made famous by the 5th Border Legion and wear green, red, and white.

Khador

Warjacks accessable:
All Khador warjacks

Warcasters accessable:

Sorscha Kratikoff – FOC 6 • Points 45

Play:

Frozen Tundra
Enemy warjacks currently within 12" of Sorscha's Team Captain move at half rate and suffer -3 DEF and -3 ARM. Frozen Tundra lasts for one round.

Maneuvers:

Cold Hearted – Cost 2
If target friendly warjack is damaged by an enemy attack, the attacker is made Stationary for one round. Cold Hearted lasts for one round.

Second Wind – Cost 2
After all friendly warjacks have completed their activations this turn, target friendly warjack may move up to its base SPD in inches. After this movement Second Wind expires.

Shoulder – Cost 3
Target warjack's next activation is a slam at SPD +5". Models slammed by an effected warjack are moved an addition 2".

Orsus Zoktavir – FOC 6 Points 39

Play:

Unblockable
Friendly warjacks may activate once again after all friendly warjacks have completed their activations this turn. During this activation affected warjacks may move up to their current SPD in inches and make one melee attack.

Maneuvers:

Body Check – Cost 3
Target friendly warjack may immediately perform a slam power attack without spending focus and regardless of the distance moved.

Pound – Cost 2
Target friendly warjack rolls an additional die on its first damage roll this turn.

Pumped – Cost 2
Target friendly warjack gains +2 STR. Pumped lasts for one round.

Protectorate of Menoth

Warjacks accessable:
All Protectorate warjacks

Warcasters accessable:

Severius – Foc 8 • Points 54

Play:

Stealing the Signs
Enemy warcasters cannot make maneuvers. Enemy warjacks cannot make powers or make power attacks. Stealing the Signs lasts for one round.

Maneuvers:

Arcane Prevention – Cost 3
While within 3" of target friendly warjack, enemy warjacks cannot be targeted by maneuvers. Arcane Prevention lasts for one round.

Enforcer – Cost 3
Target warjack becomes an Enforcer. When one or more friendly warjacks within 6" and LOS of the Enforcer are damaged by an enemy attack, the Enforcer may move up to its current SPD in inches and make one melee attack after the attack is resolved.

Intimidate – Cost 3
Target friendly warjack cannot be targeted by charges or slam power attacks by a model that began the charge or slam in the affected model's front arc.

Stacking the Box – Cost 2
Target friendly warjack cannot be knocked down or made stationary. The Grinder immediately stops without effect if it comes in contact with the affected warjack. Stacking the Box lasts for one round.

Zone Defense – Cost 3
Severius' Team Captain and friendly warjacks within 3" gain Zone Defense. A warjack with Zone Defense may advance up to its current SPD if any enemy warjack ends its normal movement within 6" and LOS of the effected warjack. An affected warjack does not benefit from Zone Defense while engaged.

Feora – FOC 6 • Points 43

Play:

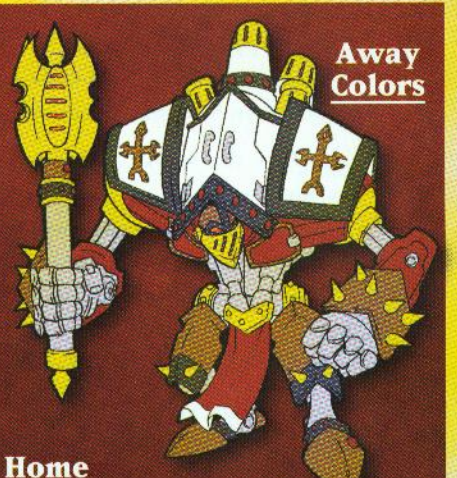
Flame Touch
Enemy warjacks damaged this round suffer a POW 14 damage roll and Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 Damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are magical or alchemical in nature and are not affected by water.

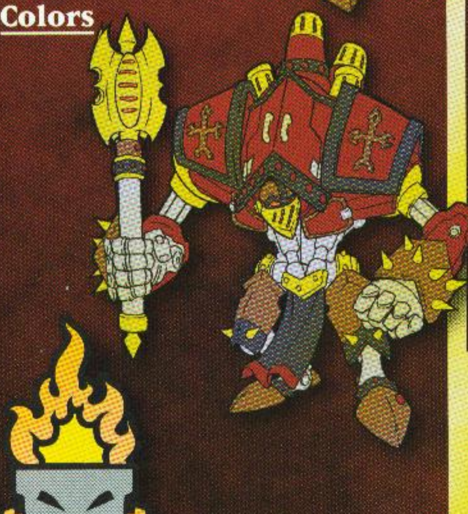
Maneuvers:

Broiler – Cost 3
If the Grinder is within 3" of Feora's Team Captain, it is set ablaze. Enemy warjacks moving into or ending their activation within 2" of the Grinder suffer an unboostable POW 14 damage roll. Broiler lasts for one round.

Fire Shield – Cost 3
Target friendly warjack gains Fire Shield. Enemy warjacks ending their activation within melee range of a warjack with Fire Shield suffer an unboostable POW 14 damage roll and Fire.

Hot Route – Cost 2
Friendly warjacks beginning their activation within 2" of target friendly warjack gain +2" of movement.


Away Colors


Home Colors

Imer Incinerators

Paying strict attention to the rules as would befit an army of the Lawgiver, the Imer Incinerators bring an inferno of holy destruction to the arena. The pyrotechnic antics of their Castigators and Crusaders make for real crowd pleasers. This team represents their theocracy wearing deep blood red, gold, black, and bronze.

Cryx

Warjacks accessable:

All Cryx warjacks

Cryx Warjack Rule Modifications:

Deathjack:

Necromancy - Necromancy is not used in Grind
Unbound – Unbound is not used in Grind.

Seether:

Uncontrolled Rage – Uncontrolled Rage is not used in Grind.

Warcasters accessable:

Asphixious – FOC 7 · Points 51

Play:

Hail Toruk

Friendly warjacks may run without spending a focus point and may perform a combat action after running. The first attack an affected warjack makes against an enemy warjack this turn does not receive a flag. Hail Toruk lasts for one turn.

Maneuvers:

Dirty Player – Cost 3

Target friendly warjack becomes a Dirty Player. Attacks made by a Dirty Player against a knocked down warjack do not receive flags. Dirty Player lasts for one round.

'Jack-to-'Jack – Cost 3

Target friendly warjack becomes a Defensive Back. When this maneuver is used, the Defensive Back's controller designates an enemy warjack within 10" of the Defensive Back. After the designated warjack completes its movement during its activation, the Defensive Back may move up to its current SPD in inches unless it is currently stationary. The Defensive Back cannot be targeted by free strikes during this movement. 'Jack-to-'Jack lasts for one round.

Rust Plague – Cost 3

Target friendly warjack becomes a Carrier. Enemy warjacks in base-to-base contact with a Carrier, at the end of the Carrier's movement, suffer 1 damage point for each warjack and Grinder, including the Carrier, with which it is in base-to-base contact. Rust Plague lasts for one round.

Trash Talk – Cost 2

Target friendly warjack becomes an Instigator. When an enemy model ends its movement with an Instigator in its melee range, the enemy warjack must attack the Instigator.

Skarre Ravenmane – FOC 6 · Points 48

Maneuver:

Playing with Pain

At the beginning of its activation each friendly warjack adds d6 to its STR for the round. At the end of an affected warjack's activation, it takes d3 damage points.

Plays:

Hazing – Cost 3

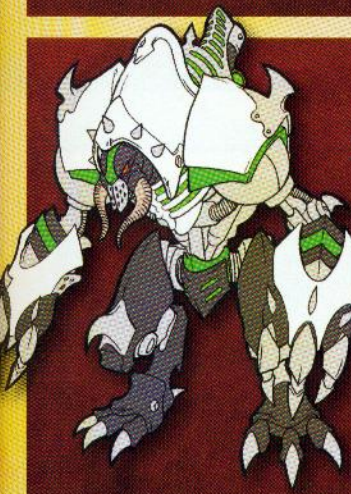
Target friendly warjack becomes a Bully. Whenever the Bully damages an enemy warjack, all enemy warjacks within 6" of the target suffer an equal damage roll. Hazing lasts for one round.

Play Maker – Cost 1

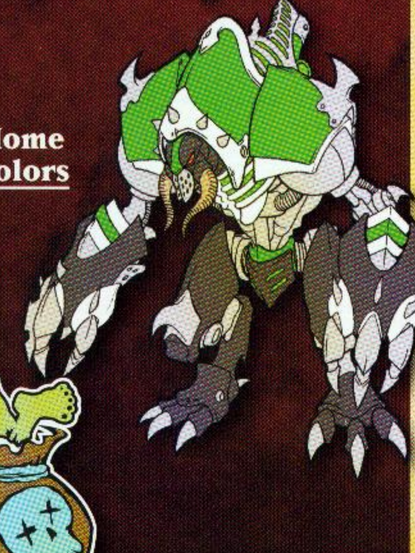
Target friendly warjack may boost attack and damage rolls after making the rolls.

Prevent – Cost 2

Target friendly warjack and friendly warjacks within 3" gain +2 ARM. If an affected warjack is damaged, the warjack's controller chooses which column takes the damage. Prevent last for one round.



Away Colors



Home Colors

Blackwater Body Snatchers

Few opponents inspire as much dreadful in or off the arena floor as the Blackwater Body Snatchers. Renown for unpredictably, the Body Snatchers never bring the same warjacks twice and rightly enjoy as much respect for their tenacious Slayers and sure-footed Harrowers as their nimble Deathrippers and leaping Stalkers. The Body Snatchers team colors come in green, grey, and white.

Mercenaries

Asheth Magnus – FOC 6
Points 44

Play:

Turn About is Fair Play

This turn Magnus may spend focus to use any maneuvers of an enemy warcaster. Replace references to the enemy warcaster with references to Magnus. Friendly warjacks roll an additional die on back strike damage rolls. Turn About is Fair Play lasts for one round.

Maneuvers:

Field Awareness - Cost 2

Target friendly warjack may turn to face any direction before moving or declaring a charge or slam power attack.

Head Hunter – Cost 3

Attacks targeting enemy warjacks that have already suffered damage this turn gain an additional die to attack and damage rolls. Head Hunter lasts for one round.

MVP – Cost 3

Target friendly warjack gains +2 SPD, MAT and ARM. MVP lasts for one round.

Gorton Grundback - FOC 5
Points 38

Play:

Ball Control

Enemy warjacks within 6" of the Grinder are pushed d6" directly away from the Grinder. An affected warjack stops if it comes in contact with another model, the table edge, an obstacle, or obstruction. Affected warjacks suffer -2 SPD and DEF. Ball Control lasts for one round.

Maneuvers:

Dash – Cost 2

Target friendly warjack gains +3 SPD. Dash lasts for one round.

Rubble – Cost 3

While within 3" of target friendly warjack, enemy warjacks treat open terrain as rough terrain and suffer -2 DEF. Rubble lasts for one round.

Thunder Ball – Cost 3

The next enemy warjack damaged or knocked down by the Grinder suffers Concussion, after which Thunder Ball expires. A model suffering concussion forfeits its next activation.

Ashlynn D'Elyse – FOC 6

Play:

Fast Break

When attacking the Grinder with a melee or ranged attack this round, friendly warjacks double the distance the Grinder is moved. Fast Break lasts for one round.

Maneuvers:

Just the Right Touch – Cost 3

Friendly warjacks roll an additional die on all slam distance rolls. One of the dice for each slam distance determined by Ashlynn's controller is discarded. Just the Right Touch lasts for one round.

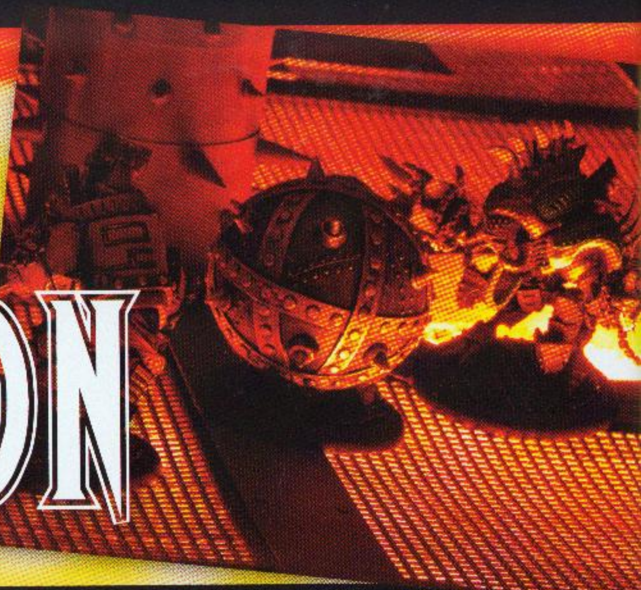
Slippery – Cost 2

Target friendly warjack gains +3 DEF. When the warjack is targeted by an attack that misses, it may immediately move 2". During this movement the affected warjack ignores free strikes. Slippery lasts for one round.

Steal – Cost 3

When target friendly warjack comes within ½" of the Grinder under the control of an enemy, the affected warjack immediately gains control of the Grinder and may continue its normal movement.

MOVE OVER GRIDIRON



HOW TO BUILD YOUR OWN ARENA FOR GRIND

by **Alfonso "the Traitor" Falco**

I should have found the door locked. Instead, the south entrance to Corvis' famed Sinking Stadium grind arena squealed open with only a little work. I found Alfonso high in the stands right where he said I would.

"How did you get that door open?" I asked.

"I built this place, you know," he said without looking around. I had the feeling he had not heard me. "It wasn't that hard."

I nodded slowly. "So this is what you wanted to show me." He handed me a round leather map case and I passed over the two bottles of Old Gudrae's Special Ordic reserve. "You be careful," I said. "That stuff is strong enough to cook with. I can't imagine what it'll do to you."

Alfonso actually grinned just a little bit. "Let's find out," he said.

Despite the apparent complexity in the pictures, making your own Grind arena is actually quite an easy project. You only need to make the floor of the arena. We made the walls so tall for backdrops for the photos. In actual play you'll probably want them quite low, if you want walls at all.

THE ARENA

1.) The arena is a 3 ft. x 3 ft. square with two 4" circles as Goal Pits.

2.) A Catch that will hold a 50 mm Base (2 inches).

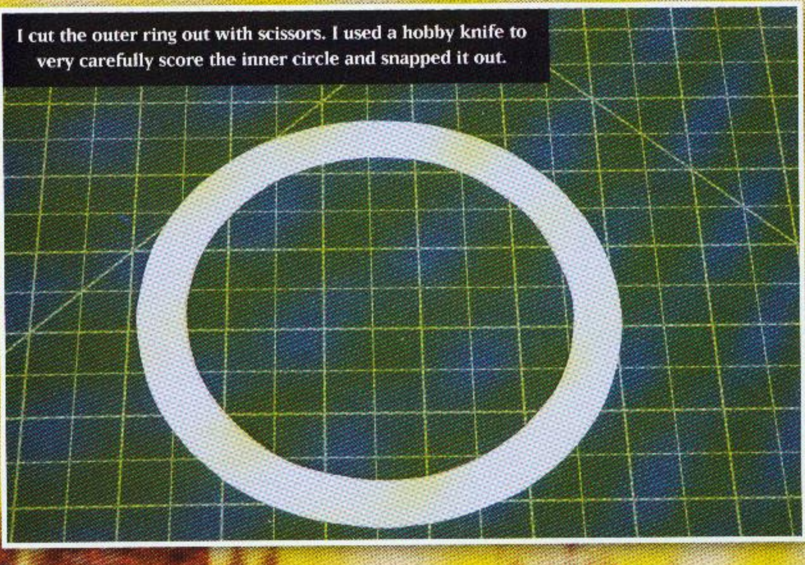
3.) The Bumper, a 3" tall column roughly 2" wide with lots of spikes.

MAKING THE GOAL PIT

The Goal Pit is a simple circle 4" wide and I gave it a ½" lip. Any thickness of sheet styrene will do nicely. I measured out a 4 ½" circle with my compass then a 4" circle.

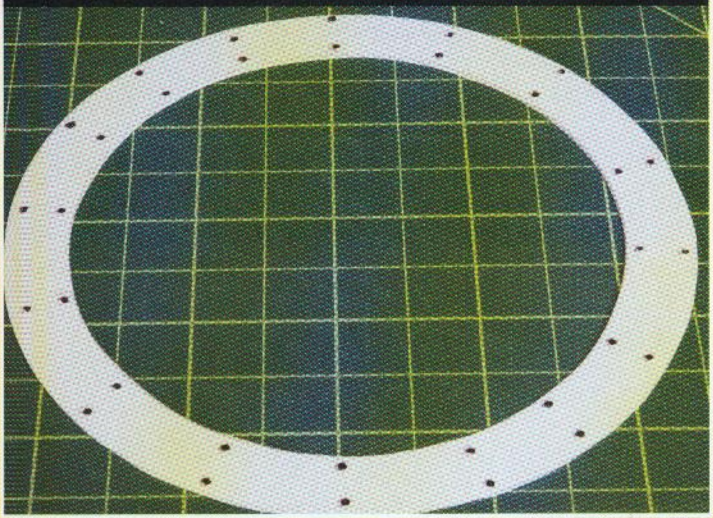
TIP

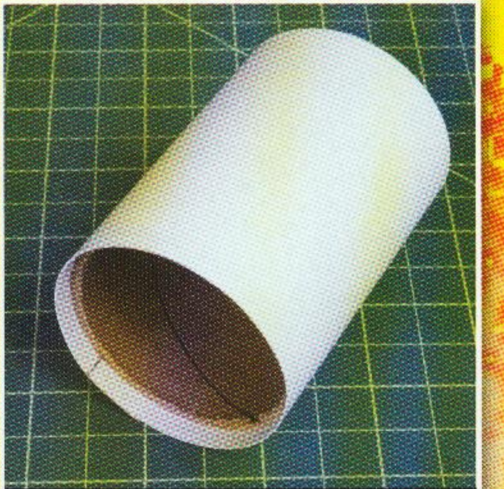
Keep your styrene scraps to make rivets.



I cut the outer ring out with scissors. I used a hobby knife to very carefully score the inner circle and snapped it out.

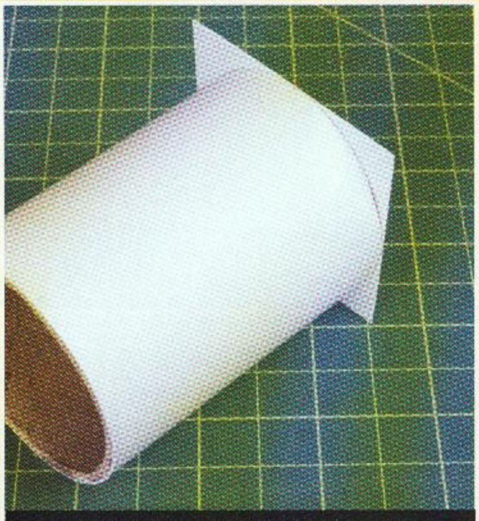
Now come the rivets. Lots of rivets. To make these, I used my 1/16th hole punch. You can find these in the scrap book sections at art & craft stores or at fabric stores. I used thin sheet styrene to make the rivets and plastic solvent cement to attach them.



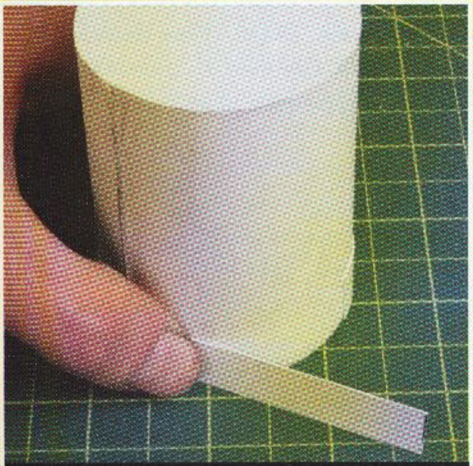


Start with a poster tube roughly 2" wide and cut to 3" long. Now wrap the tubes with a very thin (.010 in.) styrene sheet. I used superglue for this. A little overhang on the styrene is not a problem.

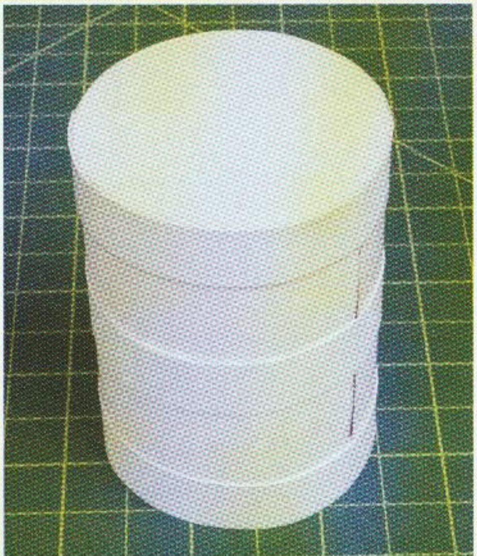
Draw the line and trim the overhang with a hobby knife.



I used sheet styrene to cap off the ends. I just cut out a square and glued it to the end with super glue. Let it dry, cut off the excess, and sand smooth.



The bands are the trickiest part of the project. It works just like wrapping the tube, but leave no overhang this time. Just take your time and use plastic solvent cement so, if you have to, you can move the band around.



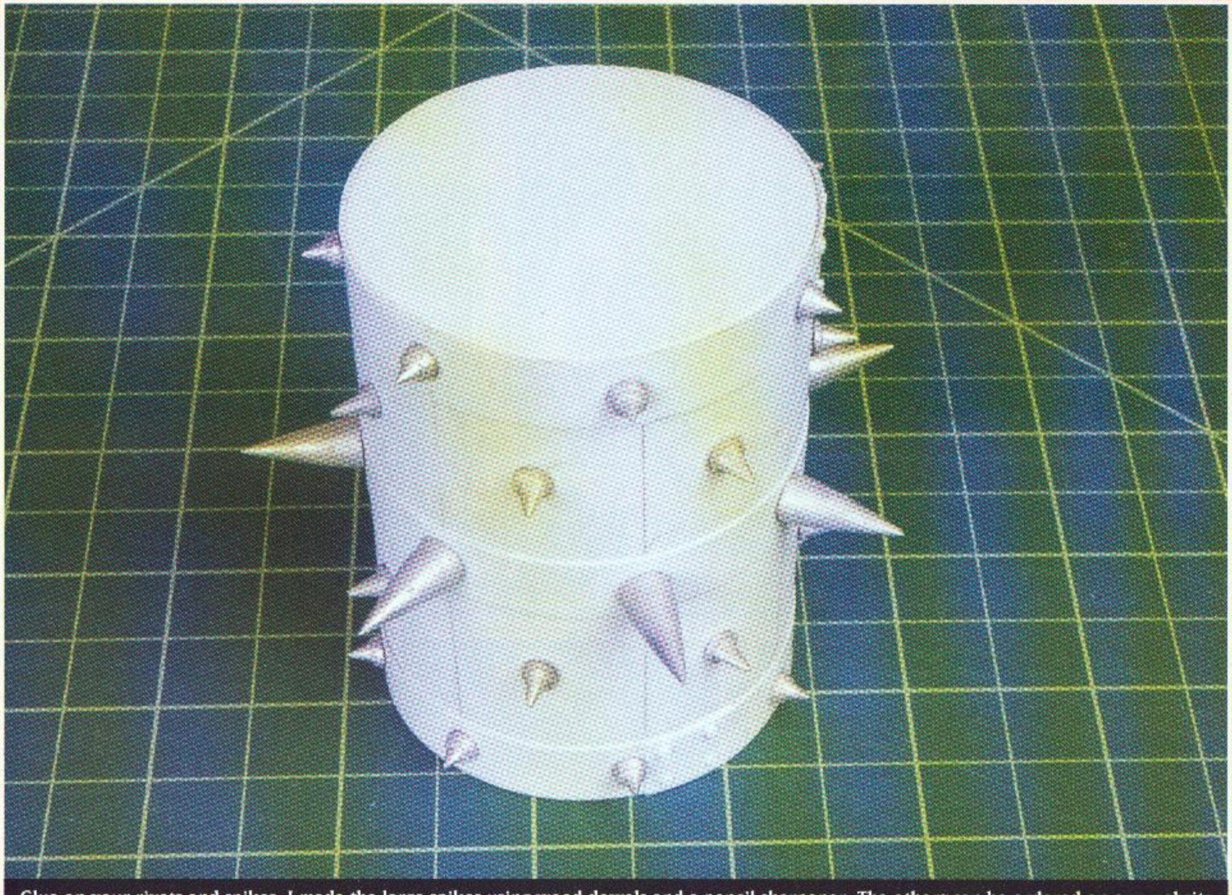
Ready for the bits!

THE CATCH

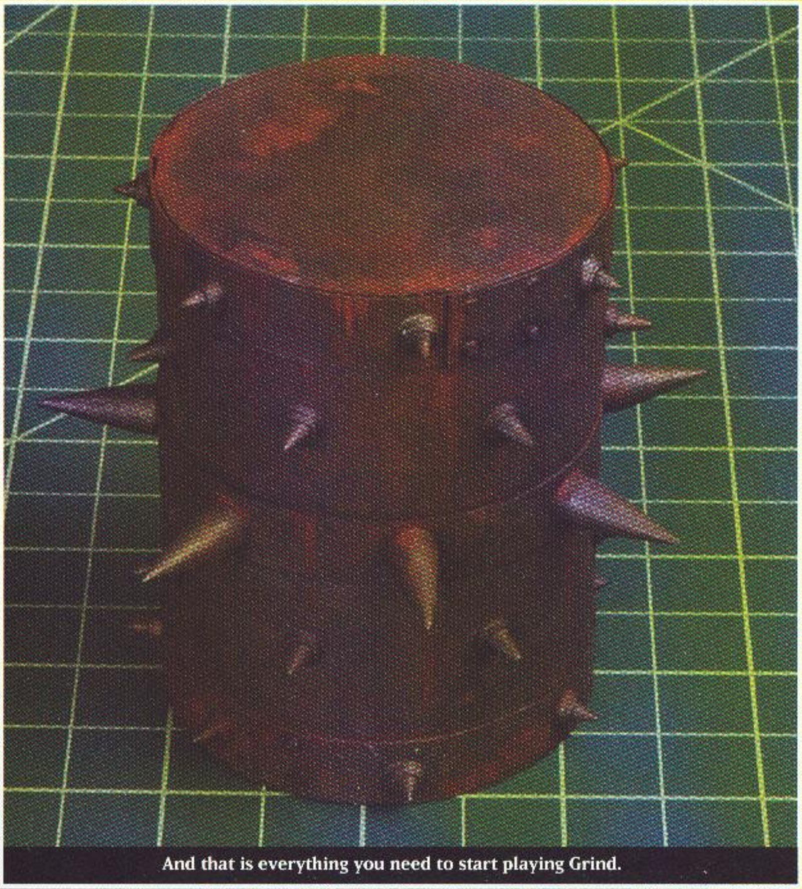
The Catch is just a smaller version of the goal with a square around it. The inner circle of the Catch ring is 2", and the outer circle is 3". Cut the ring out as you did the goal ring. The square is just a 3" square of sheet styrene. Glue your circle to the square and add your rivets.

THE BUMPER

The bumper is the most complex part of the Grind arena and, to be honest, it is not that hard.



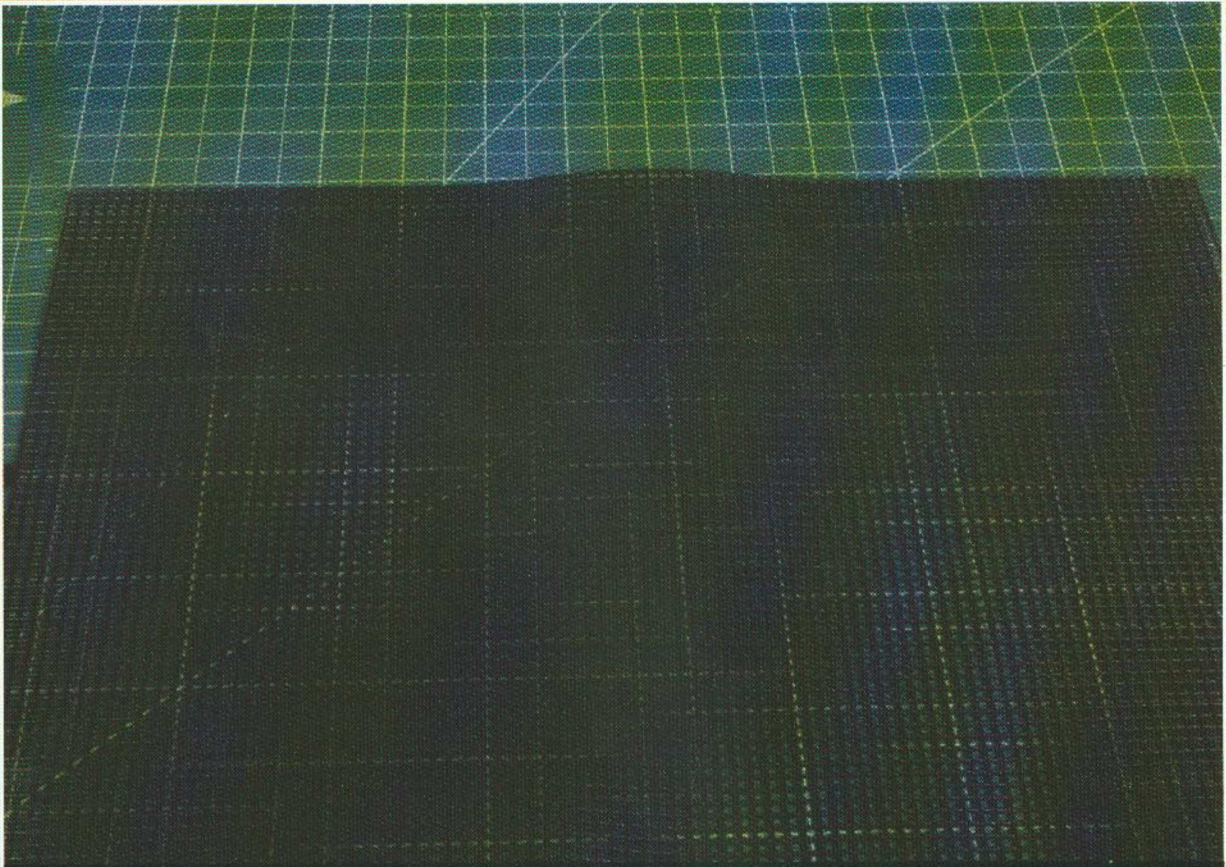
Glue on your rivets and spikes. I made the large spikes using wood dowels and a pencil sharpener. The others can be ordered on our website (Part #s: 24 H & 201 H). I attached the rivets with plastic solvent cement and the spikes with superglue.



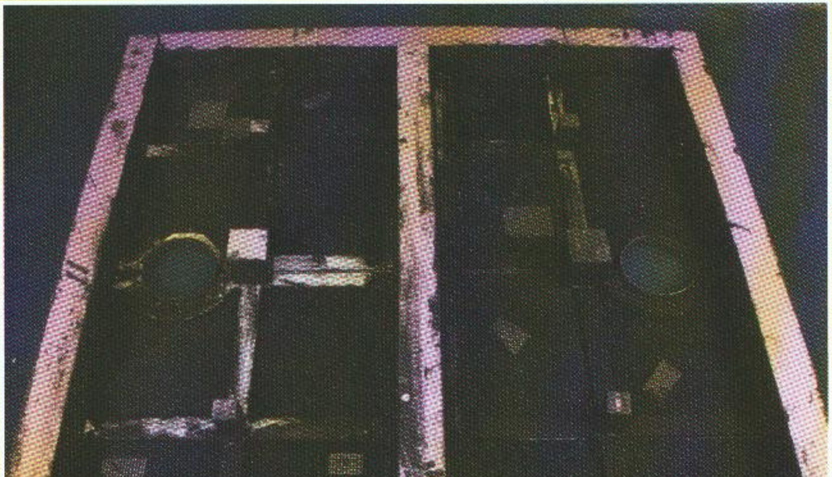
And that is everything you need to start playing Grind.

FOR MORE ADVANCED MODELERS

Some of you may want to make a grid floor. It is really not hard, just time consuming. You will need a lot more sheet styrene. I suggest you pick up 3 packs of the .030, 8" x 21", 4 sheets to a pack "evergreen" scale model sheet styrene. You will also need 16 sheets of crochet/needlework plastic sheet.



You can find this at fabric or craft stores in the crochet or yarn section.
You will also need 4 sheets of 20 in. x 30 in. foam core, used for structural support.

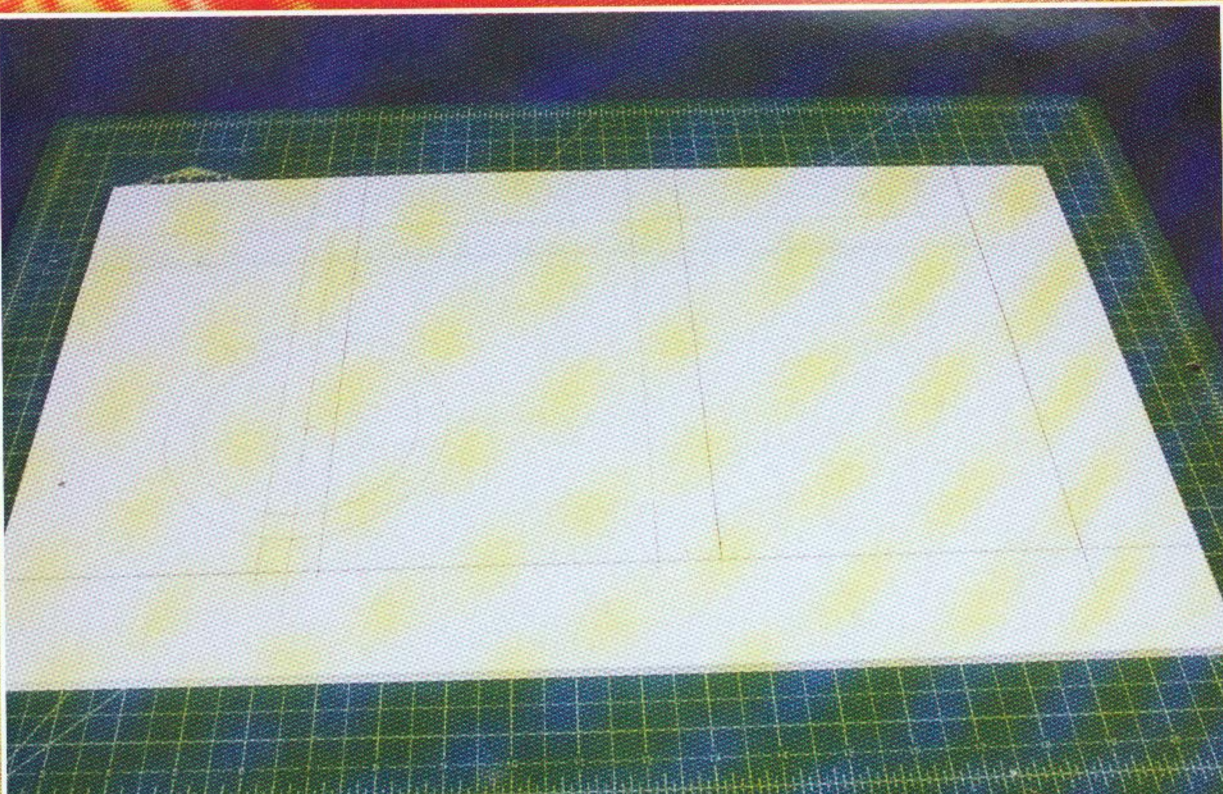


My 50 yard line is 4" wide. The side lines and the rear lines are 2" wide.
My grid lines are 1" wide, so measure your table accordingly.

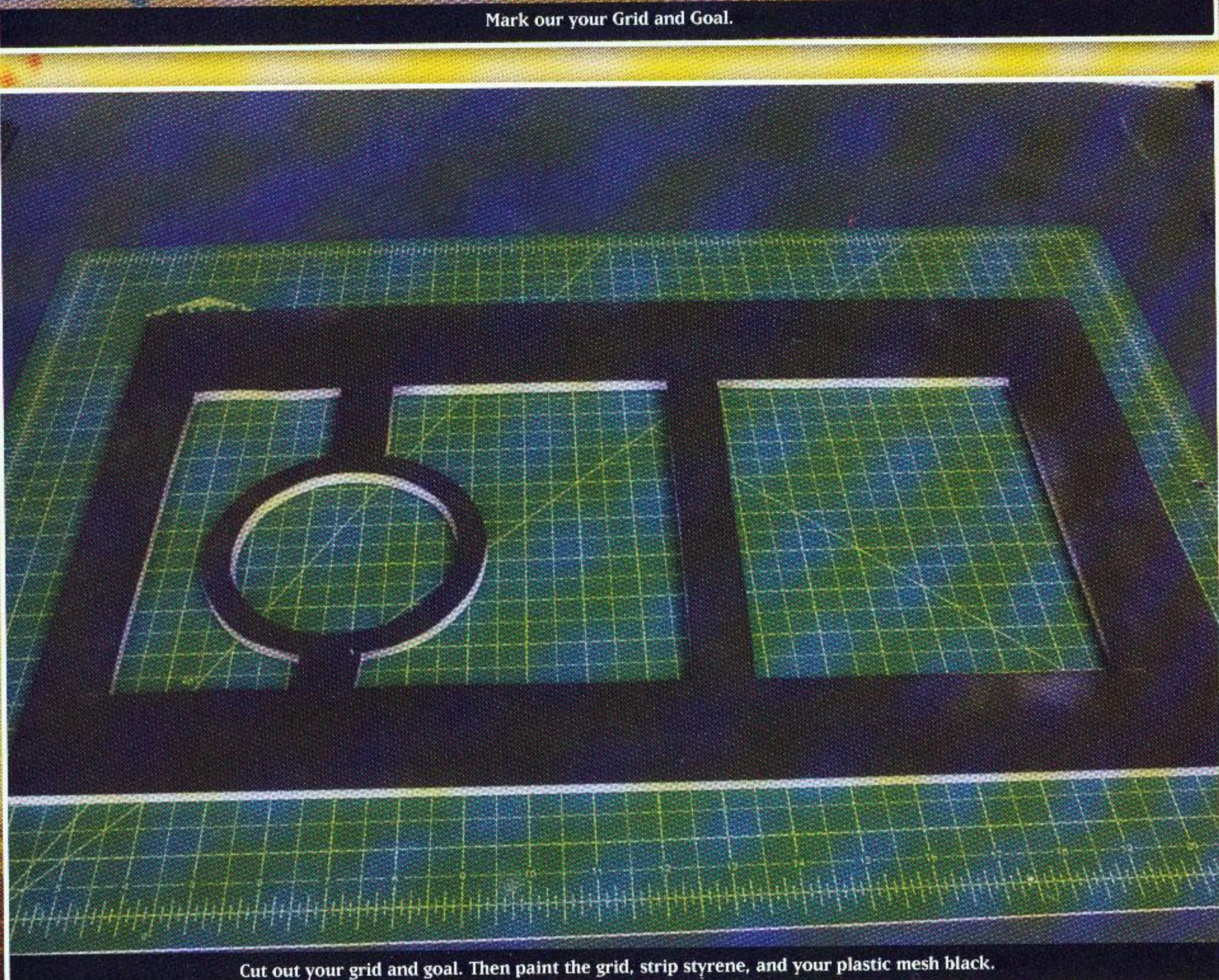
The Arena Floor

Make a 3' x 3' square out of your solid, structural foam. I just cut out two 2" x 2" sections 3' long and three 2" x 2" x 2' 8" sections and glued them together with a hot glue gun to make a frame.

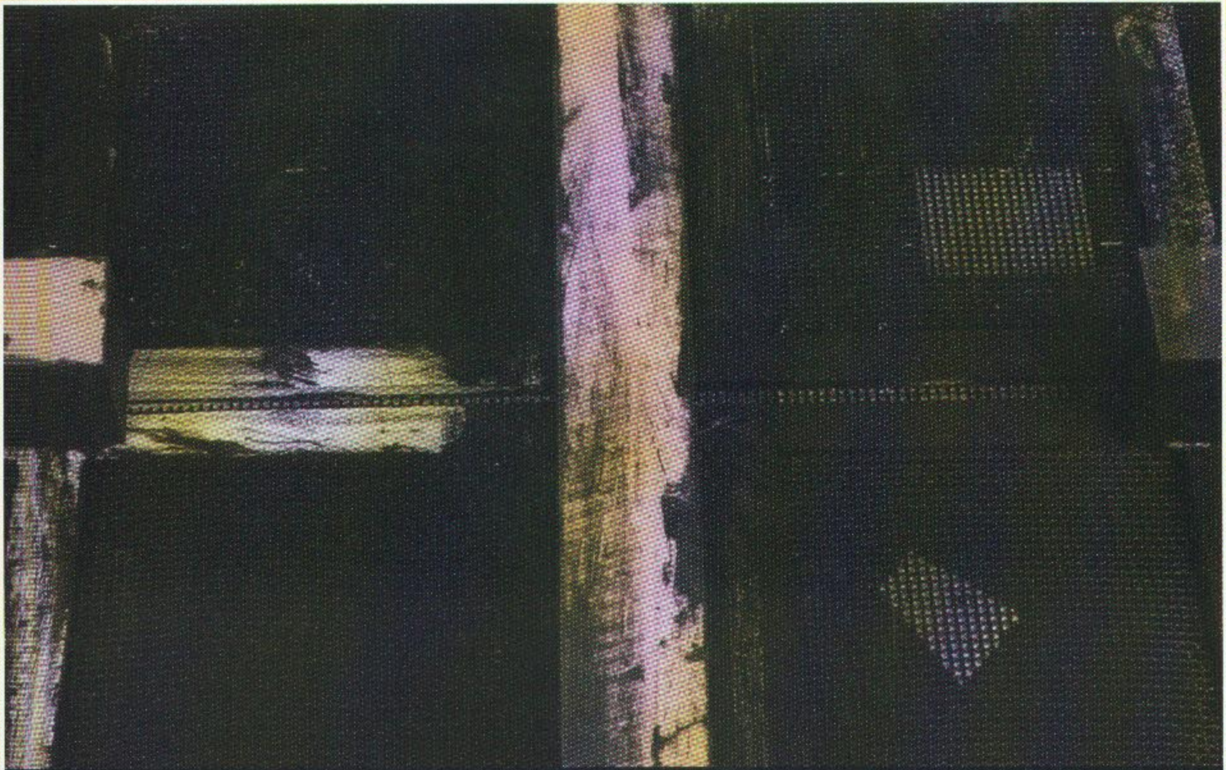
I treated the center support as the 50 yard line. Place your foam core on the foam frame and center the sections to meet on the 50 yard line. Measure and cut off the excess. Now time to measure and cut out your gird. Honestly, I made mine a little on the large side, so you might want to make more grids or add more supports. Right now, I have 4 rows across and 2 deep on each half, and I would go at least 3 rows deep and 4 rows across if I did it again. The most important part are the goals. The goals must be centered 3" from the wall. Measure from the inner ring, NOT the outer lip of the ring.



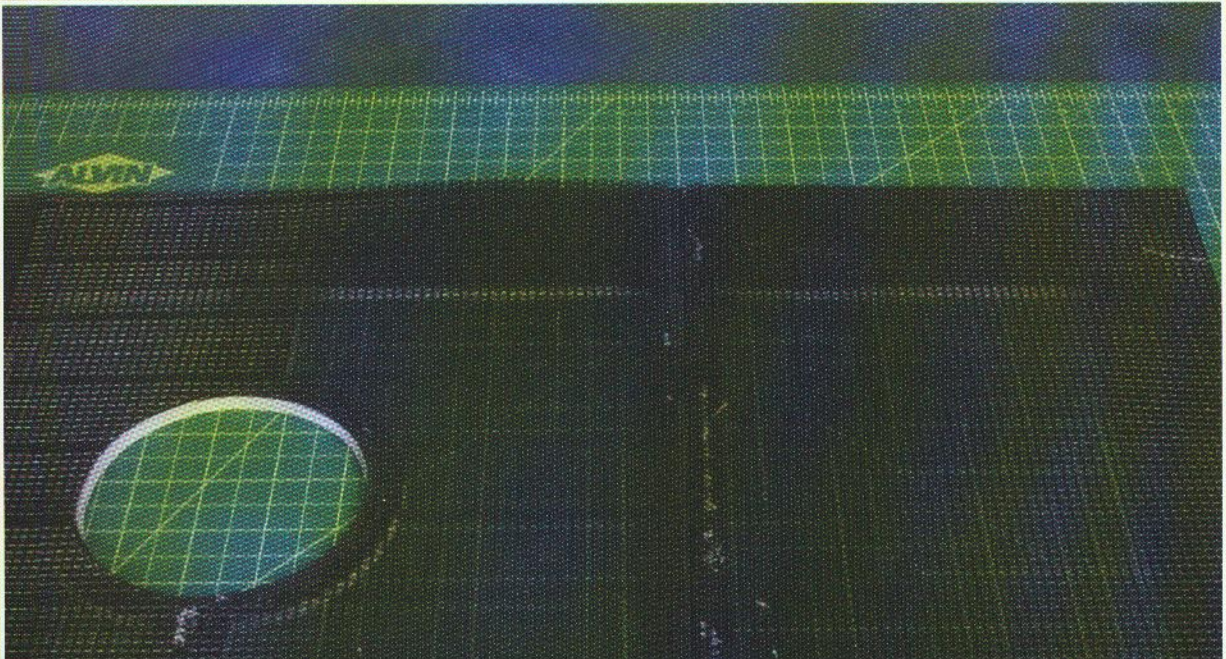
Mark our your Grid and Goal.



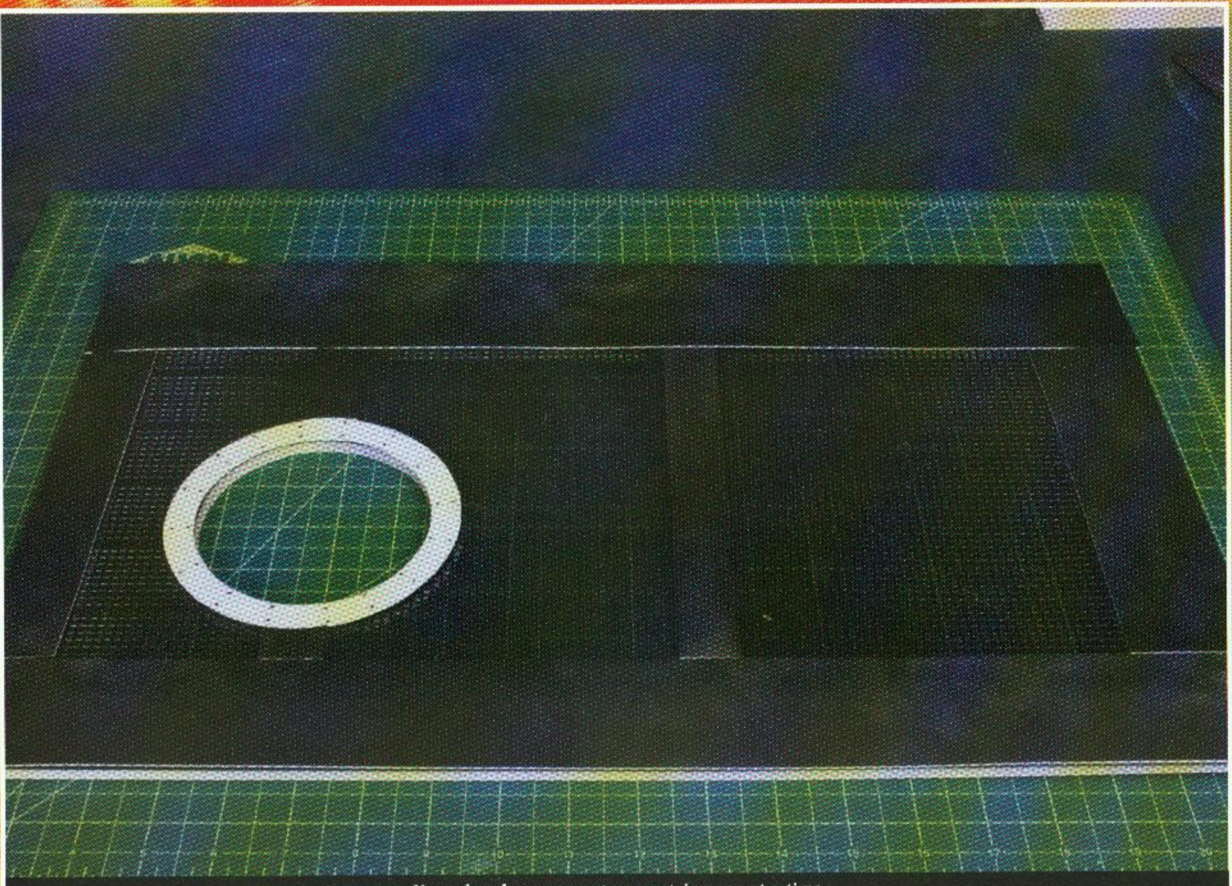
Cut out your grid and goal. Then paint the grid, strip styrene, and your plastic mesh black.



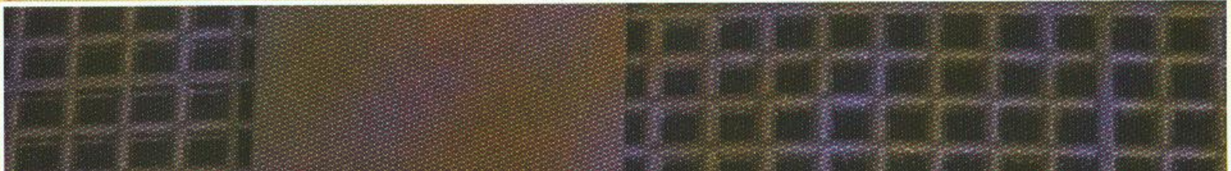
Cut the plastic mesh to fit to your grid and butt the end of the mesh against the 2" side and rear borders. Make sure that your 1" grids just get a ½" of the mesh.



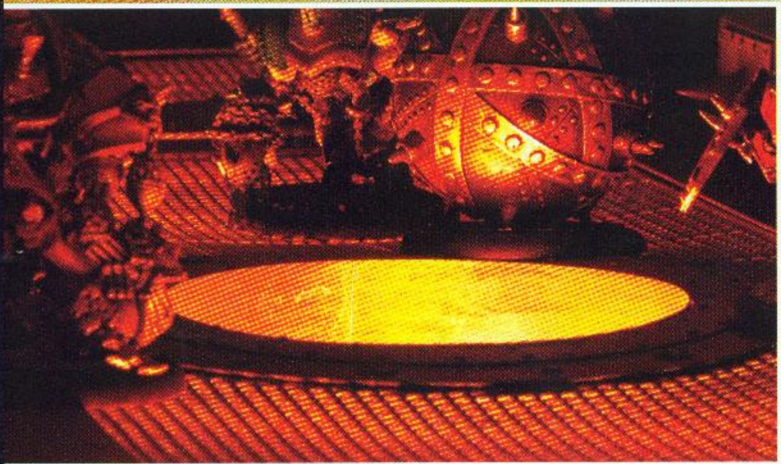
Glue down your grids with a hot glue gun. Just do one section at a time.



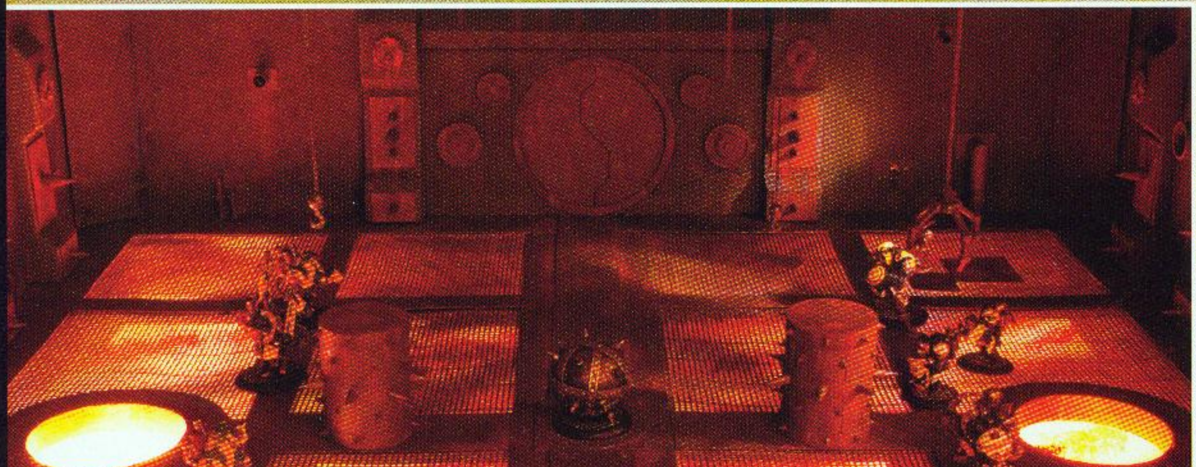
Now glue down your styrene strips one at a time.



More rivets. I made these using three different types of hole punches: 1/16 in., 1/8 inch, and ¼ inch (standard hole punch). I also made a bolt from a hex rod I shaved down and a thick styrene rivet. I hope this helps. When you get your arena done post it on our terrain forums at www.privateerpress.com. I can't wait to see them.

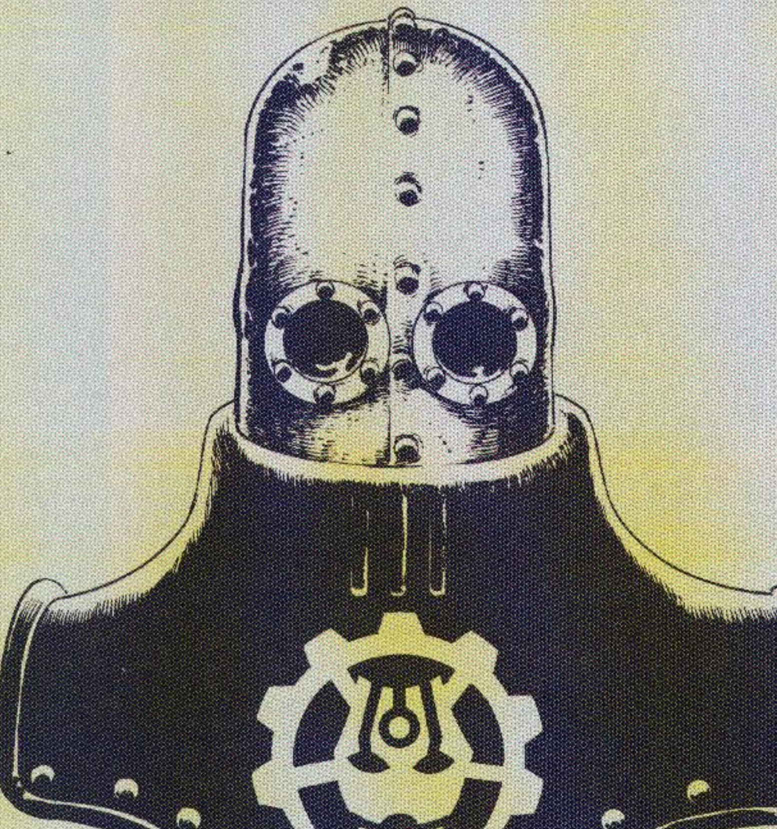


Sure we're pirates, but we'll give credit where it's due. Special thanks to Jon Woodland for the original idea and inspiration for the lava table.



The GREAT DOME of the CHANNELS

By **Wolfgang Baur**
Art by **Brian Snoddy, Chris Walton,** and **Matt Wilson**
Cartography by **Robert Lazzaretti**



Nearly a century ago members of the Cult of Cyriss in Five Fingers received a commandment from the leading fluxions to create a great underwater chapel to the goddess at the mouth of the Dragon's Tongue River. At a tremendous cost in resources and lives the cultists spent two decades building a great underwater dome as part of a larger mechanism even they did not comprehend. Turbines tap both the motion of the river and the arcane geomantic energy pouring through it, just one segment of the perfect and ineluctable glory of Cyriss. While they await the Perfect Conjunction, this machinery powers the temple's devices. Strangers are not welcome here, and intruders will be met with bloodshed.

CYRISS AND THE PERFECT CONJUNCTION

Each temple of Cyriss has a function in the grand scheme. This one comprises a key piece of the Perfect Conjunction of Motion Aqueous, which taps into energy lines gathered by great rivers as they spill into the ocean. Similar projects are underway near Caspia, Berck, and Ohk. The devices in the Dome remain incomplete. Their construction will take lifetimes of holy work, and each day the cultists continue designing, building, testing, refining, and tuning their perfect engines.

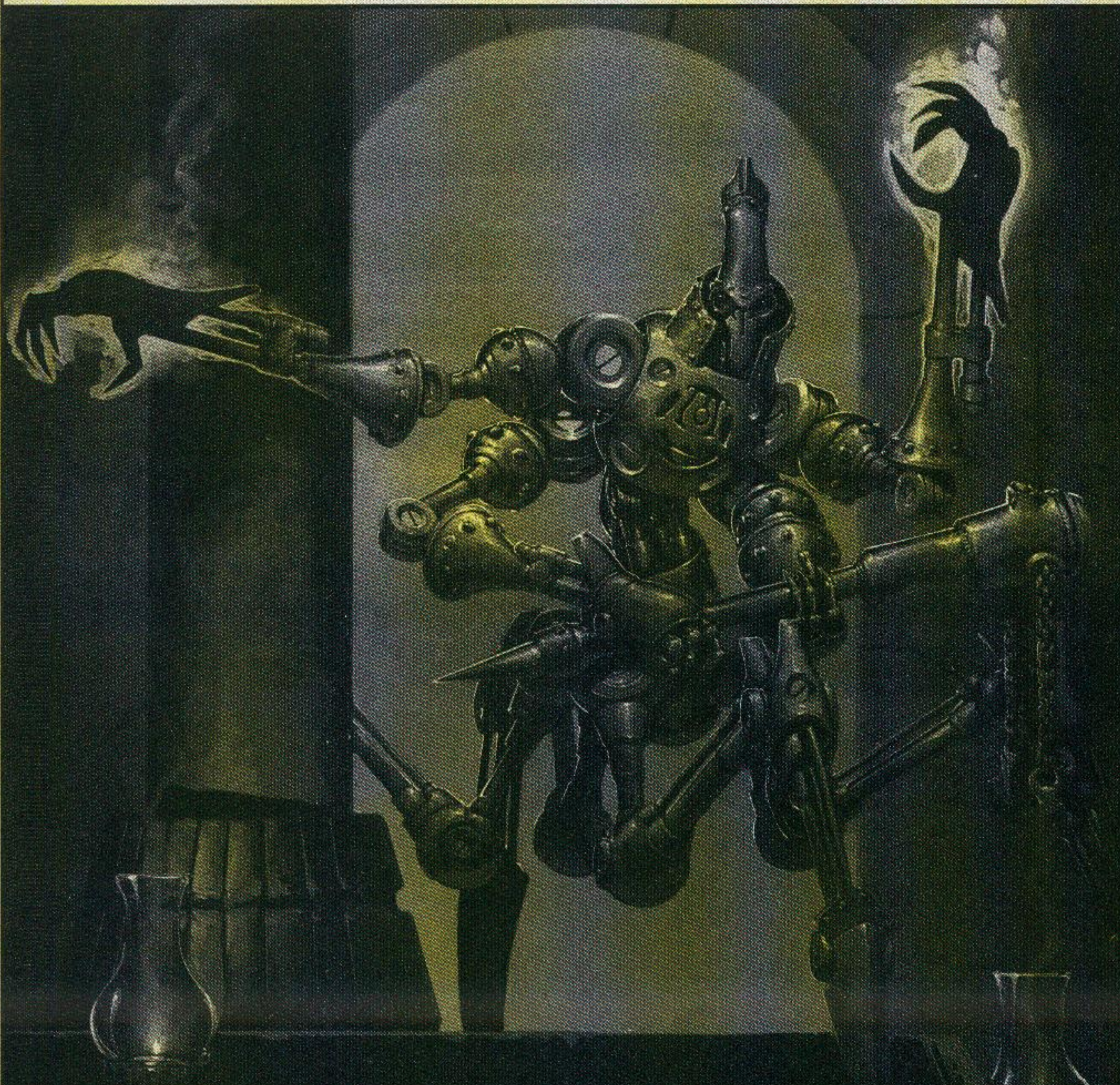
SETUP FOR ADVENTURE

A few of the many ways heroes can discover the Great Dome include:

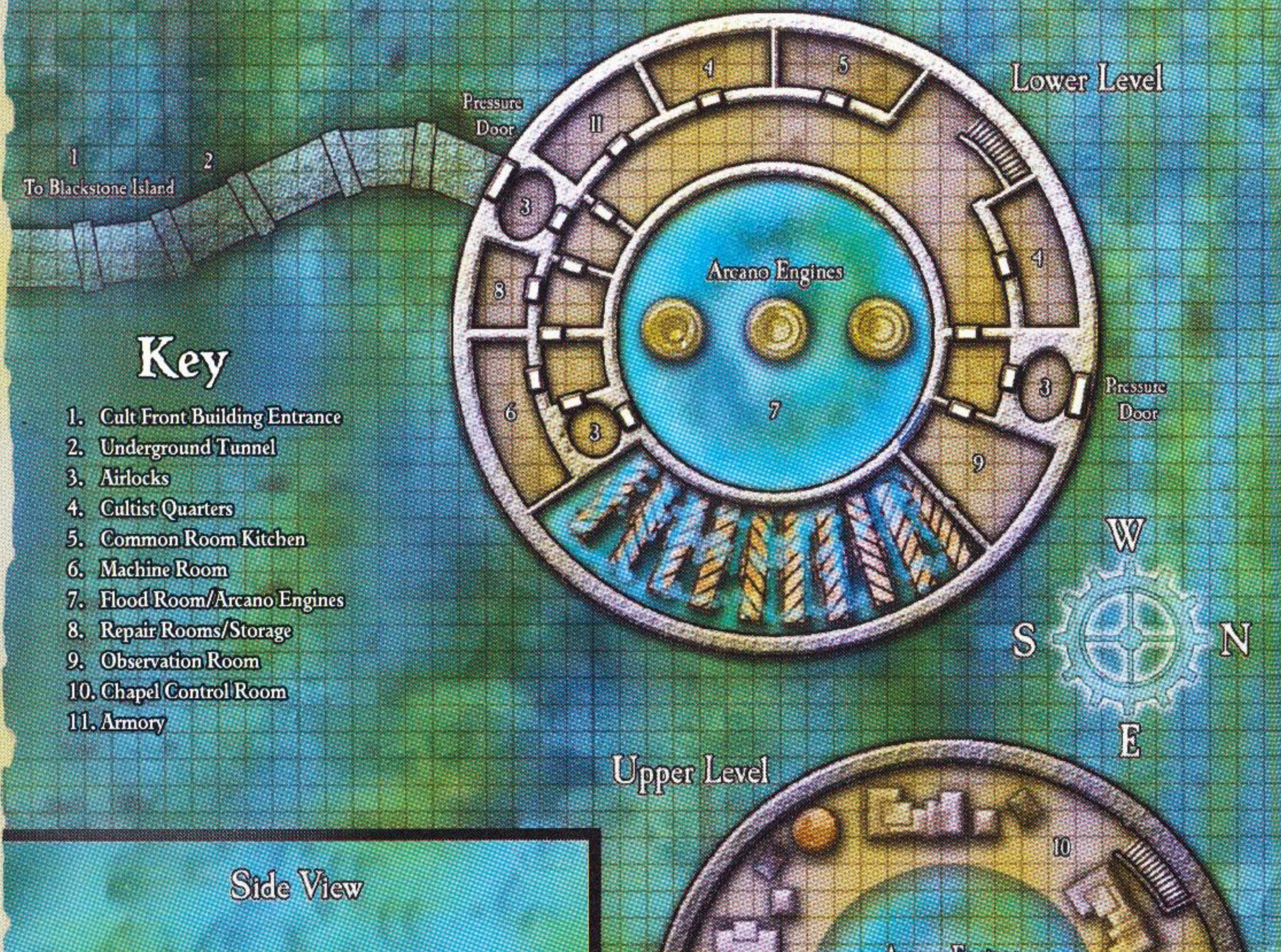
Arcane Detection: You cannot run arcane turbines the size of those in the river without attracting some notice. Any characters casting spells on the nearby river or on Blackstone Island may discern peculiar energies nearby. Spells such as *detect magic* reveal a very dim and widespread aura of magic (centering on nothing in particular). A few arcanists in the city know about this (Gather Information DC 24), but write it off as "typical arcane dispersal from a sunken arcane vessel". Speculation hold that an Orgoth blackship sunk nearby, as several rest below the islands. An Orgoth ship does lie near the Great Dome, and adventurers seeking this salvage may stumble on the temple.

A Remorseful Cultist: Some cogs don't ever mesh with Cyriss' perfect hierarchy. Gunder Malstrom is one such misfit, a cultist who heard about a tunnel leading down into the rock of Blackstone Island near the quarry. He rants in a tavern while the PCs try to have a quiet beer and tells tales of the Cyriss cult's actual goals (which he doesn't actually know). The cultists find and dispose of him shortly after the PCs encounter him, perhaps before he is supposed to meet them again. Any investigations lead to an encounter with Igan the Warder or his minions. If any PCs worship Cyriss this can prompt interesting conflicts of loyalties. Only a chosen few may enter the underwater shrine. Any who break this taboo may become estranged from local members of their faith.

Things in the River: The gobbers of the Rigs have recently been fishing with more than usual enthusiasm. They have commandeered small fishing skiffs and are dragging a section of river where they are clustered for a few days. They are gathering buoyant clockwork servitors of Cyriss flushed out of the water channels when trying to repair one of the broken turbines and arcane accumulators, and are selling them to a scrap metal dealer eager to keep word of these items from spreading very far. The gobbers, however, are not discreet and happily discuss the possible breeding habits of clockwork fish.



The Great Dome of the Channels


Lower Level
Pressure Door
1
2
To Blackstone Island
11
4
5
3
4
8
Arcano Engines
6
3
7
3
Pressure Door
9
W
S
N
E
Upper Level
10
Arcano Engines
Side View
One Square = 5 feet

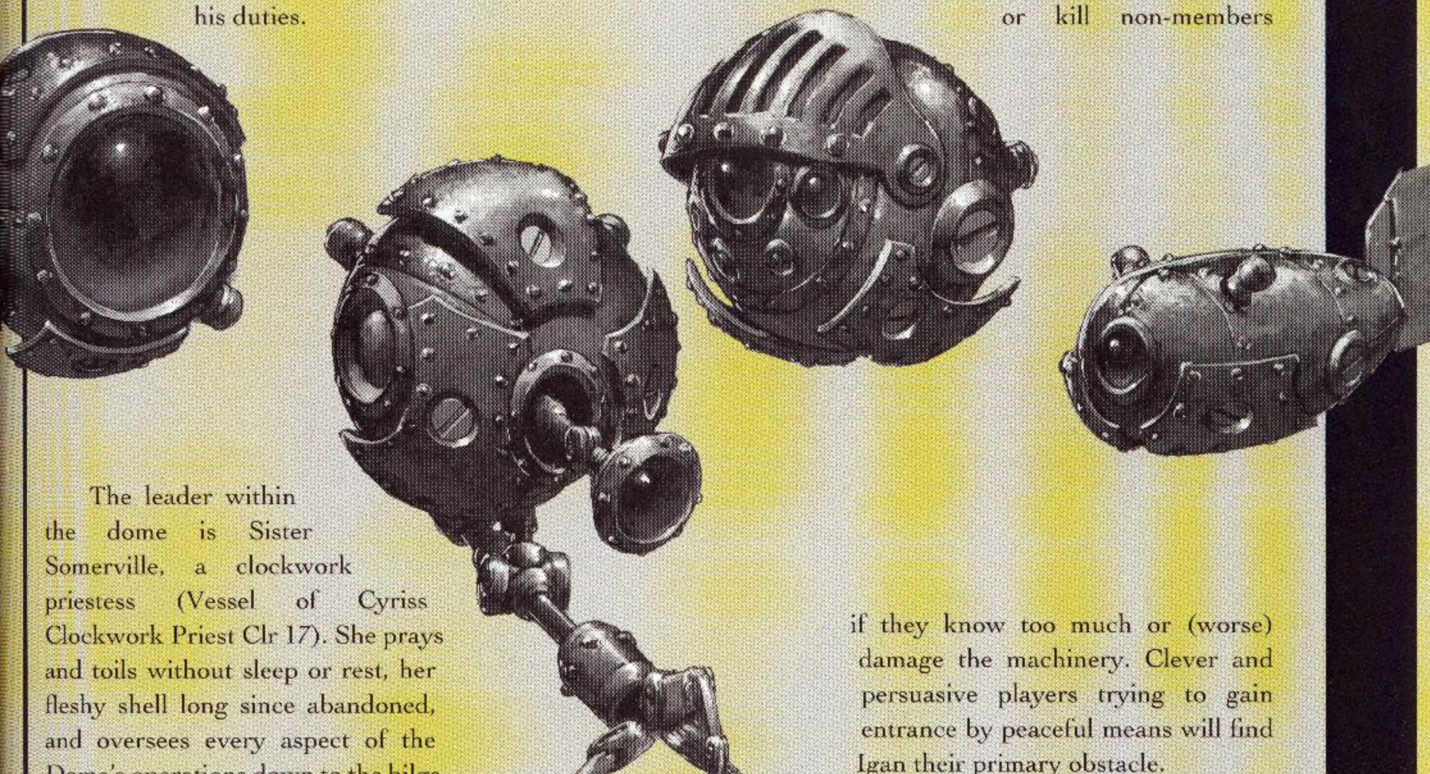
Key

1. Cult Front Building Entrance
2. Underground Tunnel
3. Airlocks
4. Cultist Quarters
5. Common Room Kitchen
6. Machine Room
7. Flood Room/Arcano Engines
8. Repair Rooms/Storage
9. Observation Room
10. Chapel Control Room
11. Armory

THE FOLLOWERS OF CYRISS

While the Cult of Cyriss in Five Fingers numbers several hundred adherents, only a few dozen may enter the Great Dome. The friendly, outgoing Thadish Orangegrove (male Midlunder Clr12/Exp3) is the leader of the city's surface cult and its chief recruiter, but he spends relatively little of his time in the Great Dome. He works as an engineer in the Hundred Smokes District while making sure supplies and tools reach the dome on a regular basis.

Quarry Chief Olan Scray and the Blackstone Prison warden Haig Crimstone control access, and receive regular bribes to allow certain people to enter and leave. Neither cares about the cultists. They assign guards and watchers to cover the tunnel entrance at all hours. However, the late night shift is kept by Rastin Laster, a drunk neglecting his duties.



The leader within the dome is Sister Somerville, a clockwork priestess (Vessel of Cyriss Clockwork Priest Clr 17). She prays and toils without sleep or rest, her fleshy shell long since abandoned, and oversees every aspect of the Dome's operations down to the bilge pumps. She senses that the Perfect Conjunction is almost within reach, and her infectious enthusiasm and devotion mean followers leap to obey her orders. Her tinny voice often mutters, "soon, soon, soon" when no one is near." Sister Somerville considers the surface cultists weak creatures of flesh and has little respect for them, especially Thadish.

Sister Somerville's crucial staff include the supremely talented Master Engineer Giles Porsalo (male Tordoran Amk12) and the supremely suspicious Warder of the Dome, Igan Wornly (male Thurian Rog8/AdvSch1).

Engineer Giles lives elbow deep in the machinery and has no interest in intruders unless they come to help with the "Great Work" (as he calls the turbines of the waterwheel). Giles' health is failing, but he holds on because he wants to live to see the Grand Conjunction. Sister Somerville wishes to preserve his mind for future generations, but has not yet received the cult's blessing.

Igan the Warder is responsible for keeping out intruders and is much more suspicious. A fascination with abstract mathematics called him to the goddess, but the Cult values him for his less reputable skills. He turns away lower-ranking cultists with a kind "all in good time" and may imprison or kill non-members if they know too much or (worse) damage the machinery. Clever and persuasive players trying to gain entrance by peaceful means will find Igan their primary obstacle.

Besides these three, from 20 to 30 cultists work in the Great Dome at any given time, and about half of them live there. These cultists range from 4-10 level; almost all have expert levels, several are wizards or arcane mechaniks, and many have one or several levels as clerics of Cyriss. Only cultists displaying a mastery the cult's core principles may work in the Great Dome.

Locations

1. Blackstone Island Entrance: The main entrance to the Dome is on Blackstone Island, near the quarry where prisoners work off their sentences. (See Five Fingers, p. 74).

2. Tunnel: A long sealed tunnel leads from Blackstone Island underwater to the Great Dome. It is usually empty, but could include sentry servitors at the GM's option (Liber Mechanika, p. 105).

3. Airlocks: Two massive mechanikal airlocks, locked, sealed, and pressurized, provide entry into the Great Dome. The first connects to the Blackstone Island tunnel, and requires a key kept by cultists who use the tunnel. Picking the lock requires a Open Locks check (DC 35) which will alert sentry servitors and Igan the Warder (successful or otherwise) unless PCs discover and disable the alarm. First they must find it with a Search check (DC 30) and then they must disable it with a Disable Device check (DC 35) If they fail this check it sets off the alarm.

A secondary, rarely used airlock on the northern face of the dome allows cultists to enter the river to conduct repairs or maintenance. This has a similar lock mechanism. The area outside the airlock is safe, but moving within 10 feet of the intake pipes while the turbines are operating sucks characters into the mechanism (no saving throw) unless they have anchored themselves.

Coming in Through the Pipes

The lower portion of the temple is buried in the riverbed, so the turbine portion meshes up with the upper level. Water from the turbine tumbles as a waterfall into the flood room. The vents into the turbines are well hidden and encrusted with river rocks and debris. Entering through the intake pipes is difficult and dangerous though technically possible. A thick metal grill designed to keep plant and animal matter out covers each pipe, and anything pulled into the pipes presses up against this grill, to escape the pressure the PC must make either a Escape Artist or Strength check (DC20) and then must make a Climb check (DC 25 to get out of the pipe. Breaking the grill (hardness 9, 15 hp) allows entry but sucks anything in the pipe straight into the turbines, which inflict 4d10 crushing damage before the gears jam. Something large and heavy, like an iron rod or thick wooden plank, could jam the gears. Once the mechanism stops, squeezing through to area #7 is time-consuming, likely drawing the attention of numerous cultists investigating the malfunction.

The Great Dome (unnumbered): The largest open area of the chapel is the opening below the dome itself. Huge intake valves suck water into a flood room pool (area 7). Within the flood room, three massive arcane dynamos throw out coils of energy that rise up nearly to the roof and arc lightning to various pieces of geared machinery. The inner surface of the dome portrays an exact copy of the star constellations above and changes throughout the year.

4. Cultist Quarters: The senior cultist rooms contain both devotional literature and books of engineering and mathematics. With a successful Search check (DC 30), the party can find a paper in Engineer Giles' roomed entitled "The Importance of Vigilant Devotional Maintenance for the Main Turbine". Reading this entire boring paper requires a Intelligence check (DC 15) but grants a +4 circumstance bonus to any attempt to destroy the Great Dome's machinery.

5. Commons/Kitchen: A kitchen and dining area that seats twelve, unremarkable except for some rather peculiar coiled platter apparatus that seems to convert electricity into heat for cooking. Removing this mechanism destroys its functionality. Various food and drink items, from Five Fingers and beyond, are stored here.

6. Engine Room: Thousands of pipes, conduits and banks of machinery power everything from the spark lamps throughout the Dome to the servitors that attend to the machinery. A PC may make a Craft (Mechanika) check (DC 20) to understand the machinery does; it transforms kinetic and geomantic energy from the river into stored power And that the amount of power being stored is massive, much more than required for tools, creating magical items, or even powering an army of 'jacks. A PC may attempt to disable the machine with a Disable Device check (DC 40) and any mechanik will weep to smash such perfectly tuned devices.

7. Flood Room and Arcano Engines: Anyone touching the energy coils for any reason suffers 6d6 points of electrical damage per round. Once in contact with one or more of the coils the creature must make a Strength check (DC 15) to pull away from the coil as the energy locks up the victim's muscles. If one or two coils short out the others continue to function normally. If all three short out the Dome's spark lights all slowly fade (within 2 rounds) and the pumps stop working. The Dome floods completely within 6 hours without pumps.

8. The Repair Workshop: Lesser cultists usually work here, polishing, fitting, and correcting parts under Giles' orders.

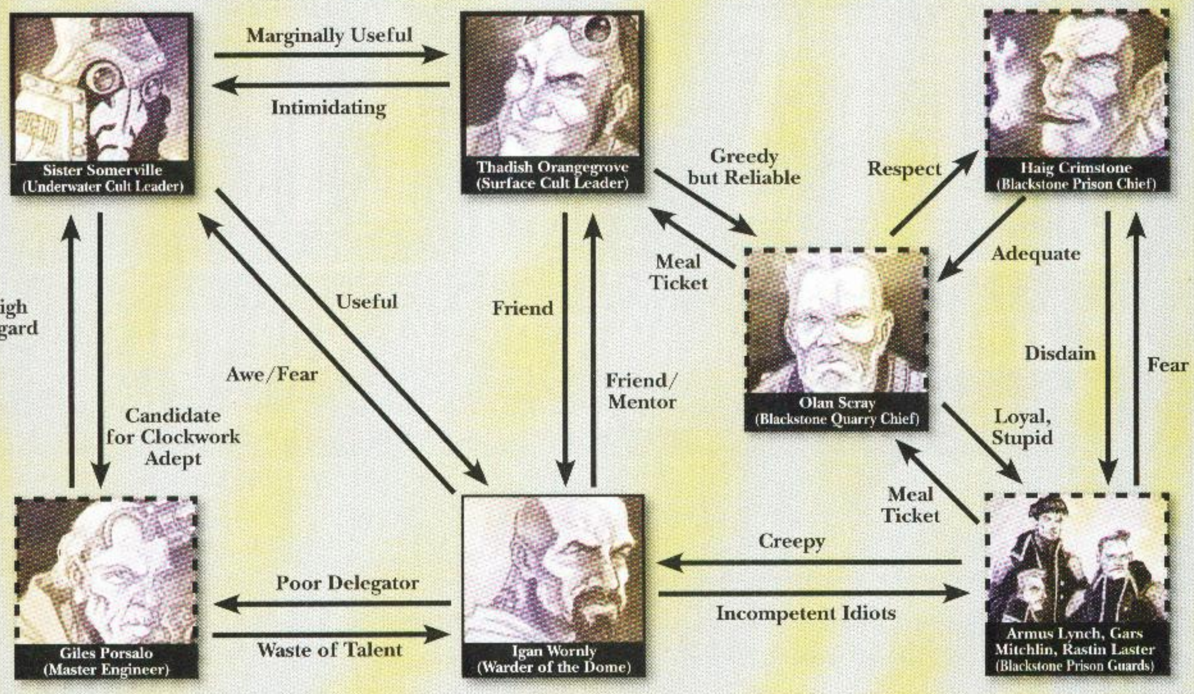
9. Observation Room: All the flood room, energy coils, and turbines can be seen fairly clearly from here. A novice cultist often remains here to discourage theft and encourage pious devotion to work. In combat situations the room can be warded with an energy field that permits those within to see out.

10. Chapel and Energy Coils: The large upper deck area includes considerable ancillary machinery and controls for the spark lamps, turbines, water flows, and defenses of the Great Dome. Anyone who knows how to operate this system can power lights, pumps, and electrical current in any area of the temple, including a defensive system that electrifies all doors to shock anyone touching them (3d6 electrical damage). Several walkways used for periodic inspections extend out over the turbines where the water flows down into the flood room,

A neglected Vessel of Cyriss, a metallic frame containing pistons and limbs and two almost blank black eyes in a mask (see Liber Mechanika, page 97), inhabits the chapel. This device houses the soul of the Great Dome's original architect, a priest named Volkram, who remains to see his great work completed. The ancient architect seems unconcerned that the cultists no longer refer to him by name and mostly treat him as a piece of furniture or gear. He howls loudly if unbelievers enter the Chapel or control room.

Spark Lamps

(Steady actinic light, causes 1d4+1 electric damage if touched)


Sister Somerville (Underwater Cult Leader)
Thadish Orangegrove (Surface Cult Leader)
Haig Crimstone (Blackstone Prison Chief)
Olan Scray (Blackstone Quarry Chief)
Giles Porsalo (Master Engineer)
Igan Wornly (Warder of the Dome)
Armus Lynch, Gars Mitchlin, Rastin Laster (Blackstone Prison Guards)
Marginally Useful
Intimidating
Greedy but Reliable
Respect
Meal Ticket
Adequate
High Regard
Useful
Friend
Awe/Fear
Friend/ Mentor
Disdain
Fear
Candidate for Clockwork Adept
Loyal, Stupid
Meal Ticket
Creepy
Poor Delegator
Incompetent Idiots
Waste of Talent

EXPLOSIVE POTENTIAL

If the party manages to enter legitimately and includes a devout Cyrissist, they might find themselves becoming regular visitors and caught up in other projects to bring about the Perfect Conjunction. Most incursions will encounter violent resistance, however. If intruders are discovered, Cultists try to capture and silence intruders, and, once fighting starts, things can get out of hand quickly. What happens if the party starts tampering with forces beyond their control, or setting off blasting powder charges in a room full of nexus accumulators and arcane turbines?

If you are generous you describe the smoking ruin of the machinery, the frantic attempts of the servitor machines and cultists to fix things, and the increasingly unbreathable air. If the party flees they may get out alive.

The resulting explosion of stored arcane energies should create a huge waterspout in the middle of the river as the carefully constructed machinery destroys itself. Exploding this temple will be treated as an "act of war" by the larger Cult of Cyriss, and could lead to them hunting the party.

GUTS & GEARS

THE BEASTS AND MACHINES OF THE IRON KINGDOMS

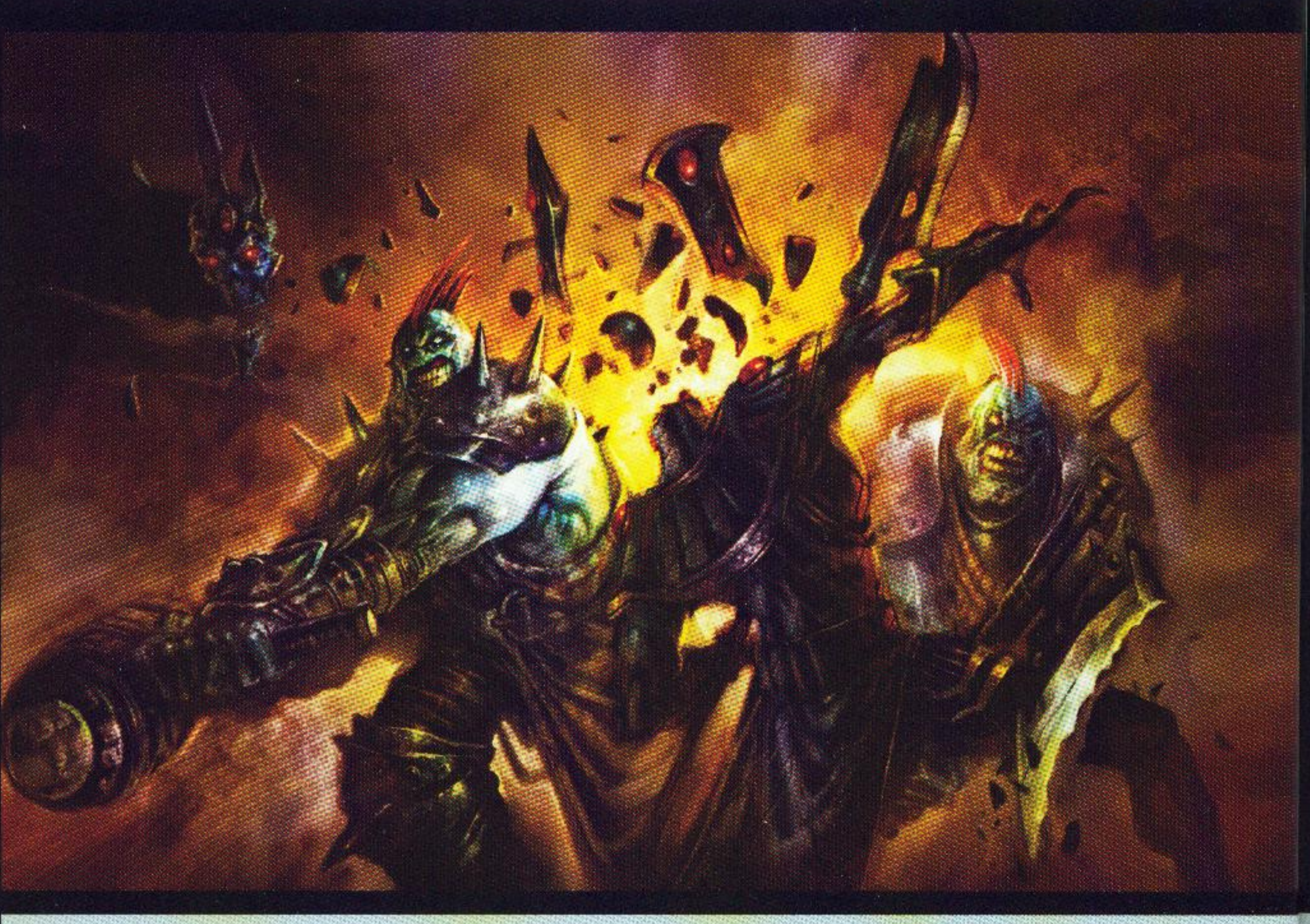
Written by **Rob Baxter** · Art by **Adam Gillespie, John Gravato,** and **Andrea Uderzo**

TROLLKIN CHAMPIONS

I have lost everything I have, my kriel, my wife, my children. In the vales I have trudged ankle deep in the blood of my ken. So here I stand with my axes ready and my armor bound tight. You swear oaths in anger, but I have none left within me. I swear my oath in hatred. My words are cold, for I have no heat left in my heart. I shall fall upon our enemies and leave them nothing but ashes and blood.

— Ganthar One-Eye, kithkar

The unwavering champions are epic heroes among the trollkin. Each of these forlorn warriors bears the scars of a personal tragedy which haunts them like a specter. They fear nothing and tread into battle with a grim resolve to snatch victory from the jaws of death or to succumb themselves to that dark release. They have gathered under oaths of blood, set differences aside, forgotten old wounds, and fixed



Painted by **David Ray**

themselves on the singular task of destroying their foes.

Unified by the threats that press upon their race, the trollkin champions serve as stoic sentinels and wardens of a threatened people. While warlocks call upon the dim and physically powerful trolls to serve them, these warriors of nearly mythical reputation act as a fighting front for any trollkin kith in need. Champions form a wall of hardened flesh, armor, and sharpened steel that moves with a cunning and intent unrivalled amongst their people. These bands of heroes are unique, for they draw members regardless of kith or kriel. They embody the martial spirit and resilience of the trollkin and walk a path to war with undisputable resolve that borders on a death wish.

Only a short time ago, such an assemblage of champions would have gathered as a war party to serve and protect a chieftain embarking on some mighty task. Only a tremendous threat or the call of a great chieftain in need of heroes could have assembled this many fearsome warriors. Usually only a single group of trollkin of this stature existed in a single kriel and fought alongside their leader. In this dire time the champions have become the core of trollkin war parties and fight vicious battles against forces that they all too frequently oppose in the wilds.

Many of these mighty warriors have suffered greatly and bear scars in body and mind. With the winds of war lashing at the forests of western Immoren there are many champions who are sole survivors, helpless in the knowledge that even their great skill in battle could not forestall the progress of their enemies.

Warriors of a champion's level of skill and strength are extremely rare even amongst the trollkin and few kith can assemble such a band. Many consider a kriel bordering the lands of man lucky if it can actually muster enough warriors of this caliber to form a cohesive crew of fighters. With so many trollkin kriels eroded by conflict the champions of different groups have taken to banding together under a single leader. Each band has a name that speaks of their reputation. The Warden Blades of Horthol, Grimhand's Bloody March, and Bloodthorn's Dirge are all legendary for their efforts along the edges of the Bloodstone Marches and the deep thickets of the Thornwood.

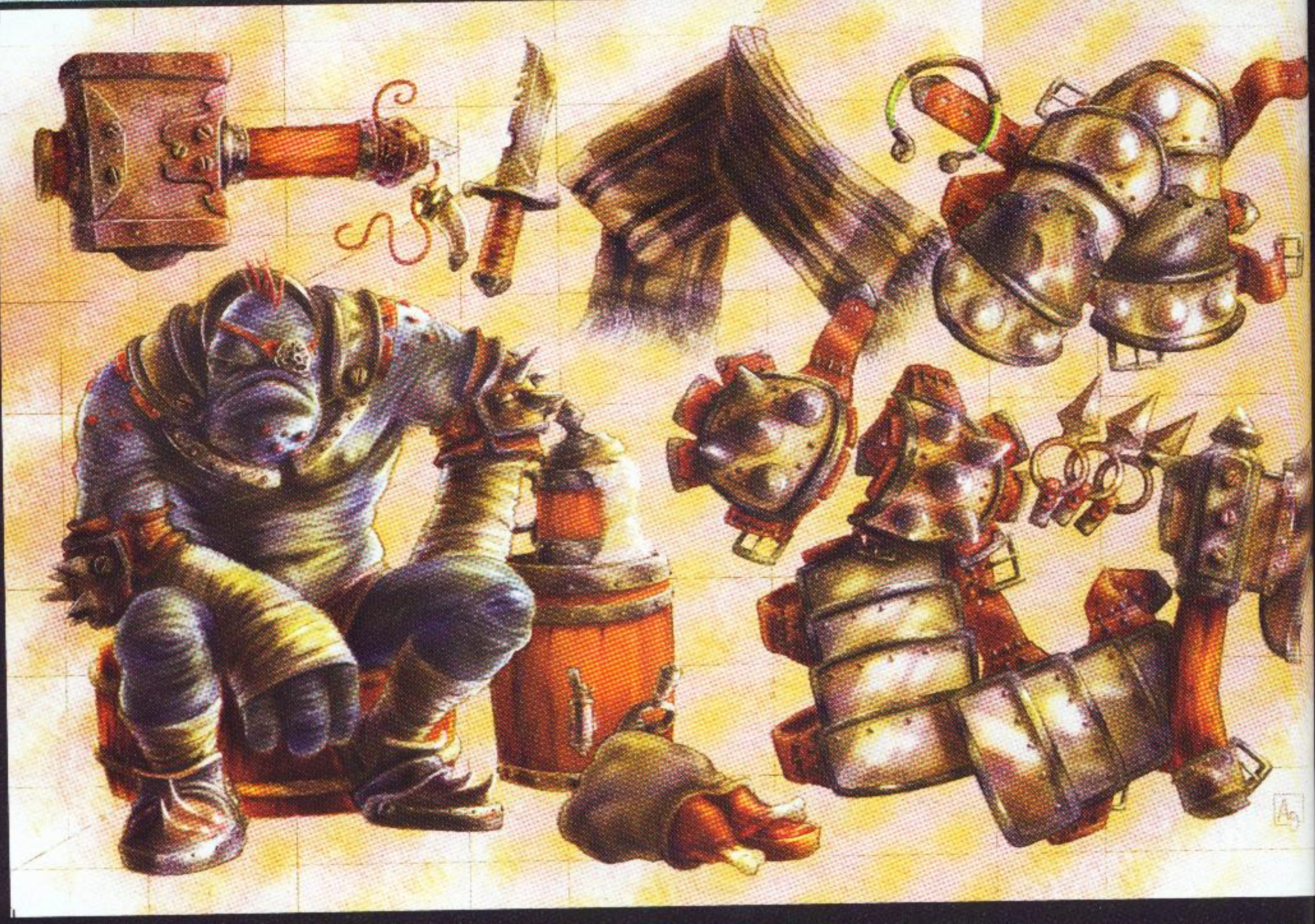
Many of these mighty warriors have suffered greatly and bear scars in body and mind.

Painted by **Dan Smith**

These warriors have taken the traditions of the ancient war councils and forged their loyalties under blood oath or *kulgat*. Their bond of brotherhood lends each of them the skill and fortitude to see a battle through to the bitter end. The kulgat serves as a pact of loyalty that never dies even with a trollkin's last breath. The champions select their leader from the eldest and most powerful warriors of the group and calls him kithkar, which means "firstborn" in the language of Molgur-trul. The *kulgat* serves as the stones of the champion's foundation, and the kithkar serves as the mortar that binds it.

Painted by **Mengu Gungor**

While figuratively the head of the group, the true meaning of kithkar is more akin to "elder brother". This leader serves less of a hierarchical role and acts as more of a voice of guidance and council amongst the warriors. The kithkar is the most accomplished warrior of the group and, by the nature of the skill and wisdom required, often a revered chieftain of his own kriel. He takes responsibility for each of the champions who take the *kulgat* oath. His duties and obligations are complex and sometimes difficult, for he must organize his brothers in battle, provide aid and advice, and offer encouragement to those who need it in times of sorrow. He also



Painted by **Mengu Gungor**

judges each brother's conviction, engaging in the Tohmaak Mahkieri when needed. If a champion's faith in his chosen comrades falters, he is forced to confront the fears and motives that might pull him away from his loyalty to his fighting brothers. It is the kithkar's duty to ensure this happens.

The trollkin have become ever more reliant on the skill and prowess of these bands of champions as creatures stir in dark places and the forces of fiendish invaders press from the east. These expert warriors receive great latitude in their actions. It is not unusual for a group to demand the aid of a trollkin village without offering payment. Scores of trollkin warriors seeking to train and serve with such veteran fighters often swear themselves to follow a greater chieftain, such as Madrak Ironhide. Some bands of champions have what amounts to small armies of aspiring warriors following them and hoping to fight alongside them in glorious battles to come. These less experienced trollkin eagerly seek the council of champions in matters of martial prowess, tactics, or simply to hear the tales of their exploits. Champions are often offered weapons, food, and even payment in coin for their services in providing such assistance. While this may seem mercenary, amongst the trollkin these war bands appear as a gift sent from the bosom of Dhunia herself.

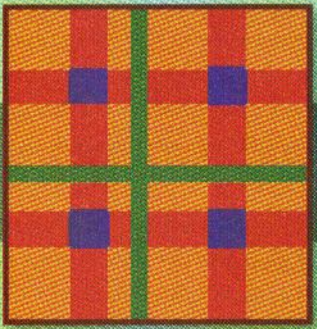
In this time of crisis, the trollkin have made tremendous attempts to organize their warriors and warlocks into a true army, and this requires creating a chain of command. Proud trollkin chiefs and kith elders have surrendered their authority and now heed the will of others. The champions exist outside these burgeoning, tribalized command structures and heed only those they deem their superiors.

Many champions are themselves chieftains and sole survivors of devastating battles in the chaos of fleeing the Thornwood. These groups are rare and often contain warriors with reputations exceeding even those of some warlocks: Tassek Bloodthorn, who crushed the skull of the Bane Knight Shaxraze; Beremen Fensword, who felled a dozen skorne cyclops with his twin axes Bitter and Bite; Ganthar One-eye, the sole survivor of the Legion of Everblight's siege on the kriel of Azuk Farrowbane; and Horthol Haleblade, the steadfast guardian and friend of Madrak Ironhide. Legendary names such as these are spoken with reverence and attributed mythical prowess. An assembly of such individuals under *kulgat* is a sign that times are dire indeed and woe to any foolish enough to draw the ire of such incredibly dangerous fighters.

Blood always follows where trollkin champions march. Serving where needed, called on by councils of war, the champions of the trollkin people are no longer the rare band of ancient heroes that assembled for a single great purpose. Now they form the core of a fighting force which exists to pound back the threats that surround their kith and kriel. Relentless, bloody minded, and brutal, these warriors tread a treacherous path and leave a swath of ruin and death in their wake.

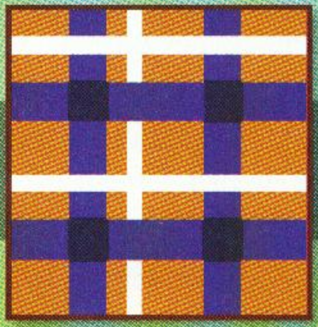
Quitari Patterns

Quitari patterns are particularly significant to the trollkin champions who defend the kriels. Most groups wear the same pattern, but in some cases champions have gathered together from scattered or decimated kriels may bear different quitari. Below are sample quitari patterns.



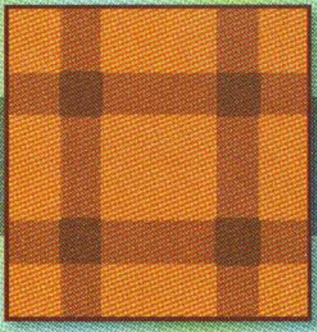
Golmfar Kriel

Among the first trollkin warriors to journey east from the Gnarls with Hoarluk Doomshaper, the quitari of the Golmfar Kriel has become a welcome and recognizable sight.



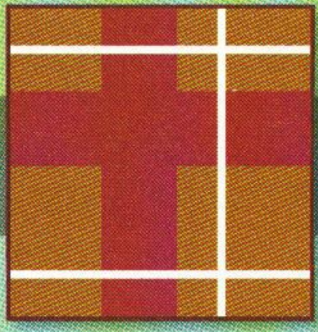
Jortor Kriel

Counted among the most staunch defenders of the Glimmerwood were the decimated champions of the Jortor Kriel, which once lived in the Bloodsmeath Marsh south of Northguard.



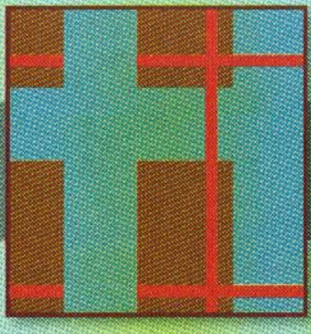
Chieftain Madrak Ironhide

Adopting the pattern of an individual great chief is a recent phenomenon first seen among followers of Madrak Ironhide. Champions of many displaced Thornwood trollkin wear his subdued brown quitari in addition to their own family patterns.



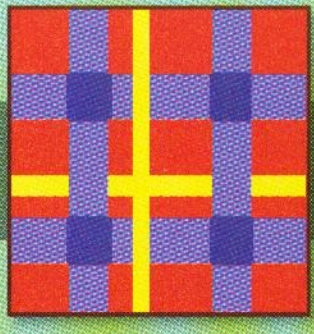
Quitari of Claysoil Wash, worn by Grissel Bloodsong

Since the death of her mate, Turgol Redeye, Grissel Bloodsong has worn the quitari of the trollkin who lived along the Claysoil Wash River.



Hoarluk Doomshaper & the Fighting Kriels of the Gnarls

This quitari represents Doomshaper's Kortorl Kriel of the Gnarls, adopted by many reinforcing champions and warriors heeding the shaman's call to battle.



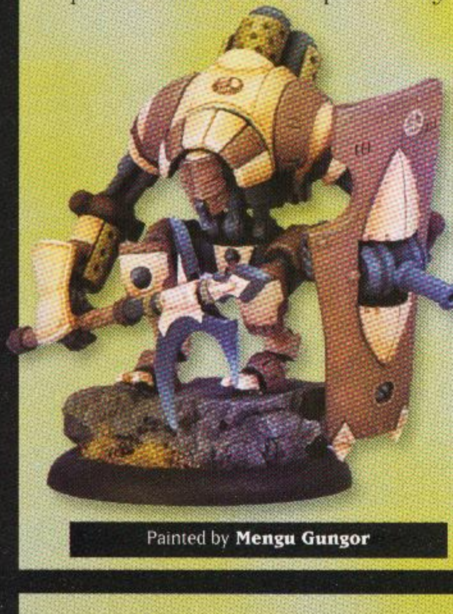
Greygore Boomhowler's Trollkin Mercenaries

Not worn by champions, but shown for contrast—Boomhowler's quitari is of his own garish design. Traditional trollkin consider this pattern the mark of traitors to their own kind.

VANGUARD

Had the Llaelese taken warfare as seriously as internecine politics, that nest of snakes that passed for nobility would still preside over the kingdom today. Where Cygnar and Khador had scores of warcasters, at the time of the Khadoran invasion Llael possessed a meager handful. For centuries Llael relied on Cygnar and an array of mercenary contracts to bolster their small and inadequately supplied army. Yet not all Llaelese nobles ignored this weakness. Some took measures to bolster the Llaelese army during the reigns of the kingdom's last two true kings. The Vanguard warjack exemplifies what could have been if not for Prime Minister Glabryn's efforts to undermine military projects.

The first ten Vanguard warjacks strode from the foundries of Thunderhead Fortress—stronghold of the Order of the Golden Crucible—on the morning of Malleus 6th, Rowen in the year 566 AR. King Rynnard di la Martyn and a gathering of Llaelese and Cygnaran military commanders witnessed this proud march accompanied by the father of the Vanguard, Duke and Marshall Knight Bastian d'Maxinault. Practically a political outcast by the time of the warjack's inception, d'Maxinault proudly declared to the king and his entourage that a new age in Llaelese capability had begun.



Painted by **Mengu Gungor**

Duke Bastian d'Maxinault struggled for decades to convince the Llaelese crown of the need for a new military order. The duke argued with the scholarly sovereign King Artys di la Martyn VII and his Council of Nobles that Llael required a well organized military infrastructure. Scorned by the king and his sycophants, d'Maxinault found himself forced to operate on the fringes of legitimacy and organize his plan without the crown's permission. The duke accumulated sufficient funds from a variety of smaller projects and his own family holdings to secretly commission the Vanguard. Constantly on the verge of scandal, the duke bided his time for a new and more receptive man to take the crown.

The Vanguard formed a keystone in Bastian's quest to modernize the Llaelese army. Cygnar had long ago negotiated to provide Llael with warjacks. Rather than state-of-the-art designs the Cygnarans sent ill-fitted and poorly maintained surplus 'jacks put through decades of service and at the end of their usefulness. Decommissioned and worn down Talons, Mules, and Nomads made up the bulk of the Llaelese armory, few of which could stand against Khadoran Destroyers and Juggernauts.

In the eyes of Duke d'Maxinault, Llael could no longer depend on Cygnaran "generosity"

Vanguard Light Warjack

Large Construct (mechanikal, steamjack)

Armaments: Guisarme, Tower Shield, Shield Gun

Hit Dice: 14d10+30 (107 HP)

Base Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 21 (-1 Size, +1 Dexterity, +11 Armor), touch 10, flat footed 20

BAB/Grapple: +17/+21

Attack: Guisarme +17 (2d6+7, x3), Shield +17 (1d8+7), or Shield Gun +11 (3d8, x3)

Full Attack: Guisarme +17 (2d6+7, x3), Shield +12 (1d8+7)

Space/Reach: 10ft. by 10 ft. (10 foot reach/ 20 foot reach with Guisarme)

Saving Throws: Fort +4, Ref +5, Will +5

Abilities: Strength 24, Dexterity 12

Cortex: Modified Arcanum grade — Intelligence 10, Wisdom 10

Build DC/Construction Time: Trade Secret of the Order of the Golden Crucible

Special Attack: Assault, Close Combat

Special Qualities: Mechanikal construct traits, steamjack traits, damage reduction 10/ Serricsteel, darkvision 60 feet, low light vision

Vanguard Assault: During a charge the Vanguard can make a ranged attack with its shield gun against the target of its charge. You can move before and after this attack provided that your total distance moved is not greater than your charge distance.

Chassis: Vanguard

In Service: 566 A.R.

Height: 8'7"

Weight: 3.8 tons

Carrying Capacity: 932 Lbs

Maximum Load: 1400 Lbs

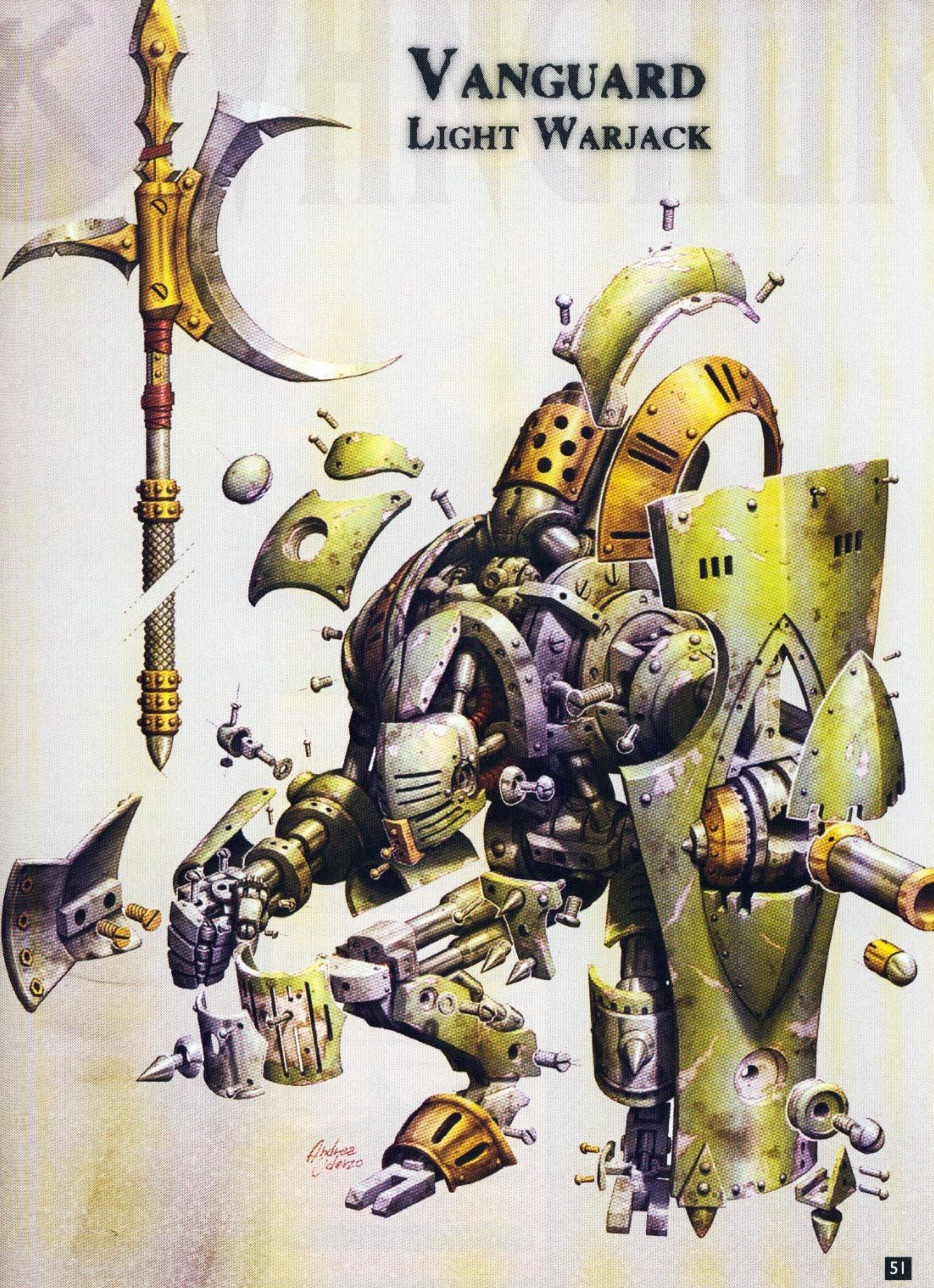
Fuel Load: 165 Lbs

Fuel Consumption: 7 hrs general, 1.75 hrs combat

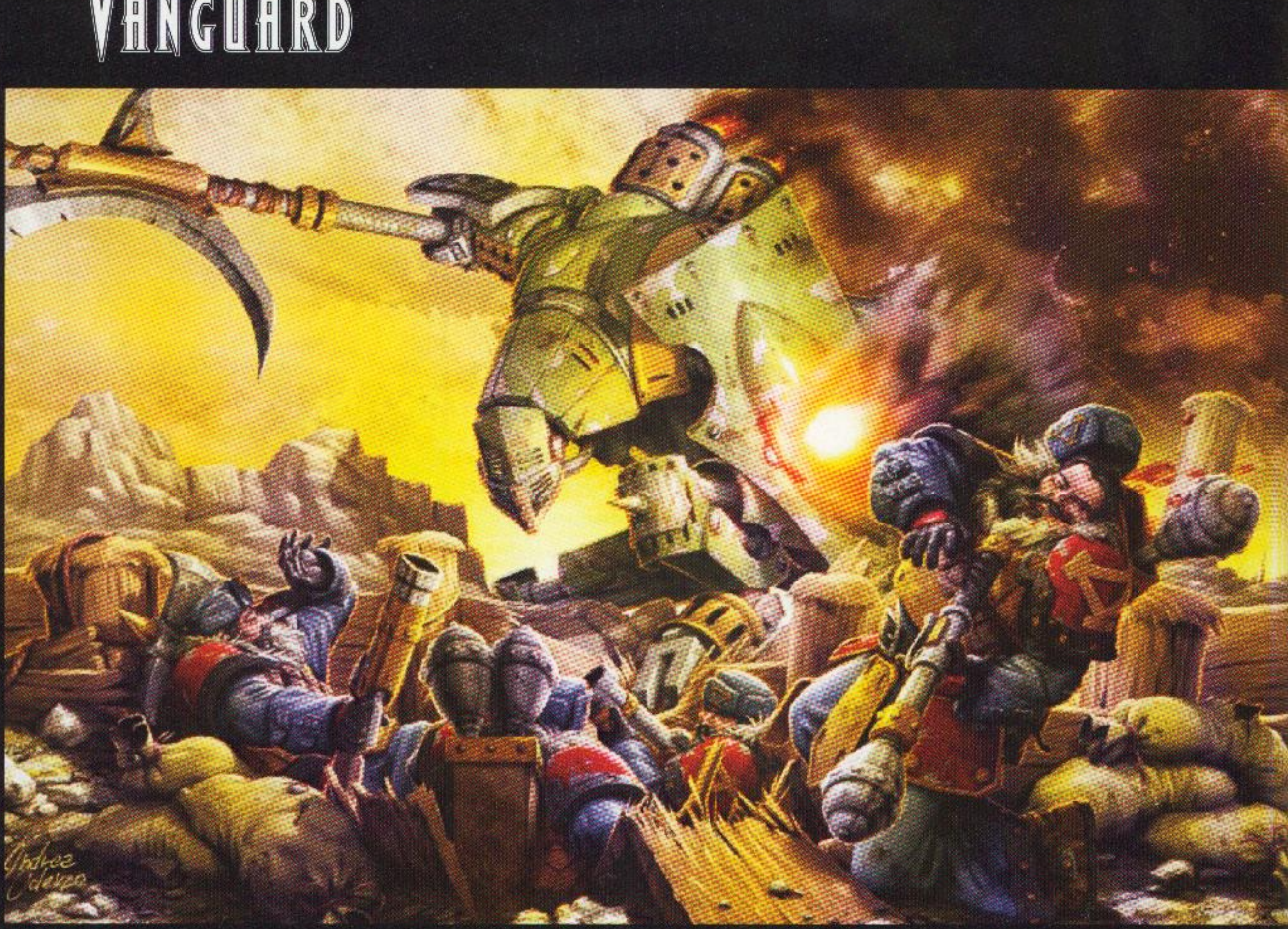
Designer Notations: "It must be as quick as any Cygnaran 'jack, yet more heavily armored. It must bear both cannon and blade, yet still provide shelter to our finest warcasters. It mus serve as a warden and a weapon against our foes." — Marshall Knight Bastian d'Maxinault

Battlefield recommendations: "As one feints with the foil, one should seek to draw an enemy in with what appears to be a rush, a charge, or perhaps simply indecision. Fool the enemy. Bring them closer to the tip of the blade. They must not realize until the last possible moment that it is far too late for them to change their minds." — Ashlynn d'Elyse

VANGUARD
LIGHT WARJACK


Andrea Uderzo

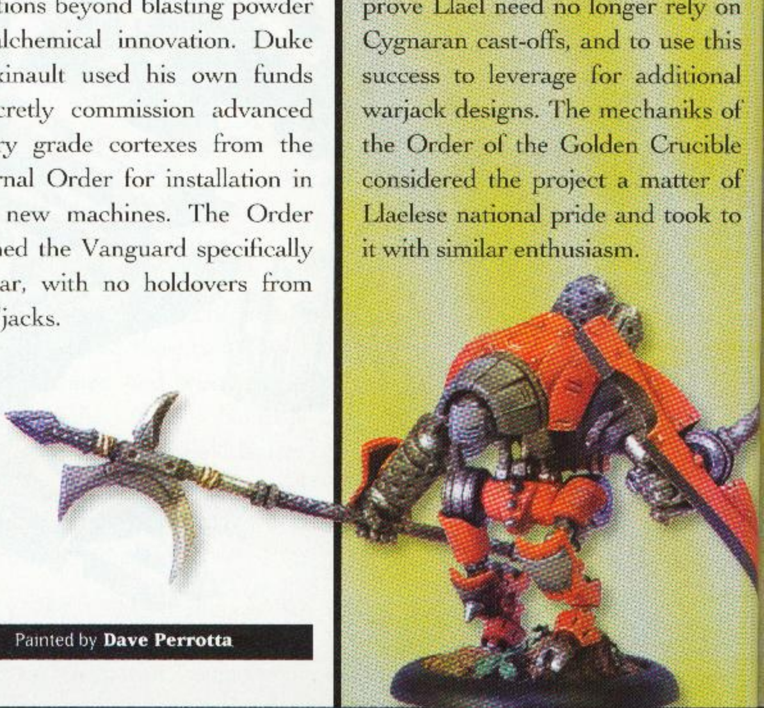
VANGUARD



to protect Llaelese soldiers in the field. Continually patched and rebuilt warjacks, d'Maxinault knew, reinforced the reputation of Llael's army as unsuitable for real combat. A standing army required fully modernized equipment, sufficiently powerful to deter Khadoran adventurism. At the same time he knew the Llaelese foundries could not compete with Cygnar or Khador in the manufacturing of heavy warjacks, and so he decided to focus his efforts on fabricating a premiere and uniquely Llaelese light warjack.

Because of the lack of support from the king and leading nobles, who comprised many of the upper officers in the Llaelese Army, d'Maxinault retained the services of the Order of the Golden Crucible. This proved an auspicious choice as this Llaelese order of wizardry, eager to demonstrate mechanikal prowess, wished to expand its operations beyond blasting powder and alchemical innovation. Duke d'Maxinault used his own funds to secretly commission advanced military grade cortexes from the Fraternal Order for installation in these new machines. The Order designed the Vanguard specifically for war, with no holdovers from labor 'jacks.

Eschewing the style of the Corvis Engines East mechaniks, the Order built the Vanguard along new lines. d'Maxinault hoped to prove Llael need no longer rely on Cygnaran cast-offs, and to use this success to leverage for additional warjack designs. The mechaniks of the Order of the Golden Crucible considered the project a matter of Llaelese national pride and took to it with similar enthusiasm.



Painted by **Dave Perrotta**

The elegant configuration of this warjack lends it speed, maneuverability, and power. The designers deemed these characteristics essential for the 'jack's primary combat role of shielding the rare and precious Llaelese warcasters. Each warcaster would have received two Vanguards to serve as combat escorts. Duke d'Maxinault's dream seemed realized when King Rynnard the Fruitful took the throne, a sovereign demonstrating greater willingness to revitalize the Llaelese military. The Vanguard debuted to great fanfare and deployed along the western border fortresses. King Rynnard promoted Duke d'Maxinault to Marshall Knight in part for his efforts to innovate new warjack designs.

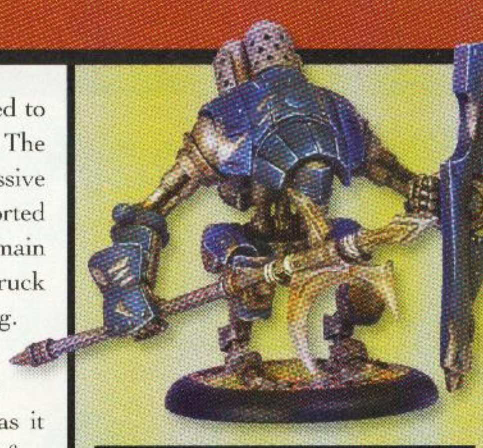
Unfortunately King Rynnard's enthusiasm for military projects waned as the king was distracted quite literally by other affairs. The high cost to produce the Vanguards proved an ongoing problem, particularly as the Order of the Golden Crucible never intended their foundry for mass production. Other planned Llaelese warjack designs rarely saw life beyond drawings on paper or the odd prototype.

One of the most noticeable and useful features of the Vanguard is the massive tower shield it bears on its left arm. This solid wall of alloyed steel easily protects anyone sheltering behind the 'jack in combat and serves as an offensive weapon with the addition of a cleverly designed, compact shield cannon mounted on the front of the shield. A mechanikal interface through the left arm patches the gun to the 'jack's cortex, and allows the warjack to assault the enemy while its warcaster remains safely in the shield's protective shadow.

The Vanguard wields a powerful guisarme modeled after the standard weapons appointed to Llaelese military guardsmen. The Order forged each of these massive weapons from fine imported dwarven steel, and they remain razor sharp even when struck against thick armor plating. The guisarme has proven an ideal deterrent to troopers trying to swarm the warjack as it easily cleaves men in twain, a fact Khadoran foot soldiers have had the misfortune of discovering.

The Vanguard uses a customized Arcanum grade cortex modified specifically for the Vanguard's weaponry and flexible battlefield role. This cortex allows the warjack to display advanced tactical behavior, knowing when to shift from defensive to offensive without explicit orders from its warcaster. Those who have worked with the warjack claim it has an uncanny knack for anticipating a warcaster's needs and responds to 'jack marshals perfectly.

The Vanguard saw excellent service in covert battles along the western border in the decades before the invasion. Quick thinking Llaelese warcasters employing the Vanguard quelled Khadoran incursions, uprisings of ambitious nobility, even the occasional intrusion by Menite zealots, Cryxian interlopers, and trollkin marauders. These warjacks served with distinction against the inexorable tide of Khadorans that invaded Llael. In the rubble outside Redwall Fortress a number of battered Vanguard frames lie where they stood their ground against Juggernauts, Marauders, and other Khadoran heavies in a doomed defense.



Painted by **Rob Stromeyer**

The Vanguard has become a vital addition to both mercenary companies and the Llaelese Resistance. The Llaelese Resistance uncovered several stashes of these 'jacks tragically stowed far from the battlefield, perhaps intentionally diverted from the defense of the kingdom by Glabryn. While deploring such treachery, those few warcasters left struggling against the occupiers have gained a glimmer of hope from these cashes. Others smuggled Vanguards out of the nation along the Black River to Cygnar and Ord to sell in black markets to other mercenaries for a tidy profit. The Ordic Army seems especially interested in adding the more modern Vanguard to their antiquated stable of old Cygnaran creations. Bolstered by an influx of Llaelese arms and armor, King Baird's men have acquired a taste for smuggled weaponry to mix Crucible-crafted weapons with their pistols and broadswords.

The Vanguard has become a symbol for the Llaelese resistance. In their eagerness to reclaim every Vanguard they have gone so far as to steal the 'jacks from mercenaries who have done nothing to aid the cause. To those stalwart few this warjack represents hope, defiance, and embodies Llaelese endurance.

THICKER THAN BLOOD

HORDES BONDING RULES

Rules by Jason Soles with Matt Wilson,
Fiction by Doug Seacat, Art by Daryl Mandryk

Warlocks share powerful connections with their warbeasts that link their life essences. Extended telepathic contact sometimes forms a bond between a warbeast and a specific warlock that deepens the channel through which fury and animi flow. In some cases a warbeast may unconsciously emulate its bonded warlock by demonstrating eerily similar mannerisms or adopting complementary tactics in battle. Warbeasts experiencing this bond may become more clever and adaptable but sometimes also more intractable. Extended exposure to the thoughts of a warlock can expand a beast's mind and strengthen its sense of self.

Because this type of lasting bond often takes place in moments of extreme emotional duress, such as the heat of battle, it gives rise to unpredictable results. None can predict the emergence of such a bond nor anticipate its exact nature. A warlock must learn to work with the warbeast and utilize its personality quirks as assets instead of distractions in combat. One bonded warbeast might fly into a maddened protective frenzy whenever its warlock takes injury, while another may demonstrate independence by roaming far from its warlock without disconnecting from his mind.

Such warbeasts rarely frenzy even when pushed to their limits in battle. Their warlock's thoughts constantly fill their minds, and this mental voice helps bonded warbeasts maintain self-control. Such bonds do require time to establish. Although bonding is best suited to campaign or league play, if all players agree each may begin a game with one or more bonded warbeasts. Bonding does not affect the points cost of a warbeast.

Forging a Bond

After a player completes a campaign or league game, he may make a roll to determine if a bond forms between each warlock who participated and survived the battle and each of the warbeasts that were not destroyed or removed from play during the battle. Warlocks that were destroyed or removed from play during the battle may not make bonding checks, but their existing bonds are unaffected. After games with multiple warlocks, the controlling player decides which warlock to roll bonds for first.

The longer a particular warbeast has served in a horde, the greater the chance a bond will be established after each game. During league or campaign play, a player should keep track of the number of consecutive battles in which an unbonded warbeast has not been destroyed or removed from play and has been part of the same horde as the warlock.

When determining if a bond is formed, roll a d6 and add one to the roll for each consecutive battle, including the one just completed, in which the warbeast served in the same horde as the warlock. A bond is formed on a roll of seven (7) or greater.

For example, after finishing a campaign battle Mark rolls to see if a Carnivean in his horde bonds to Vayl. Since this was the third game in which the Carnivean has participated without being destroyed or removed from play, the bond forms on a roll of 4 or more.

A warlock may bond to more than one warbeast, but each warbeast can only bond to a single warlock. Furthermore, if a bond already exists for a warbeast, do not roll to see if another is forged.

Once a warbeast is bonded, it remains bonded to the warlock until the bonded warbeast is destroyed or removed from play. If a warlock is destroyed or removed from play during a battle, a warbeast bonded to it loses all benefits from its bond, but the bond itself is not broken.

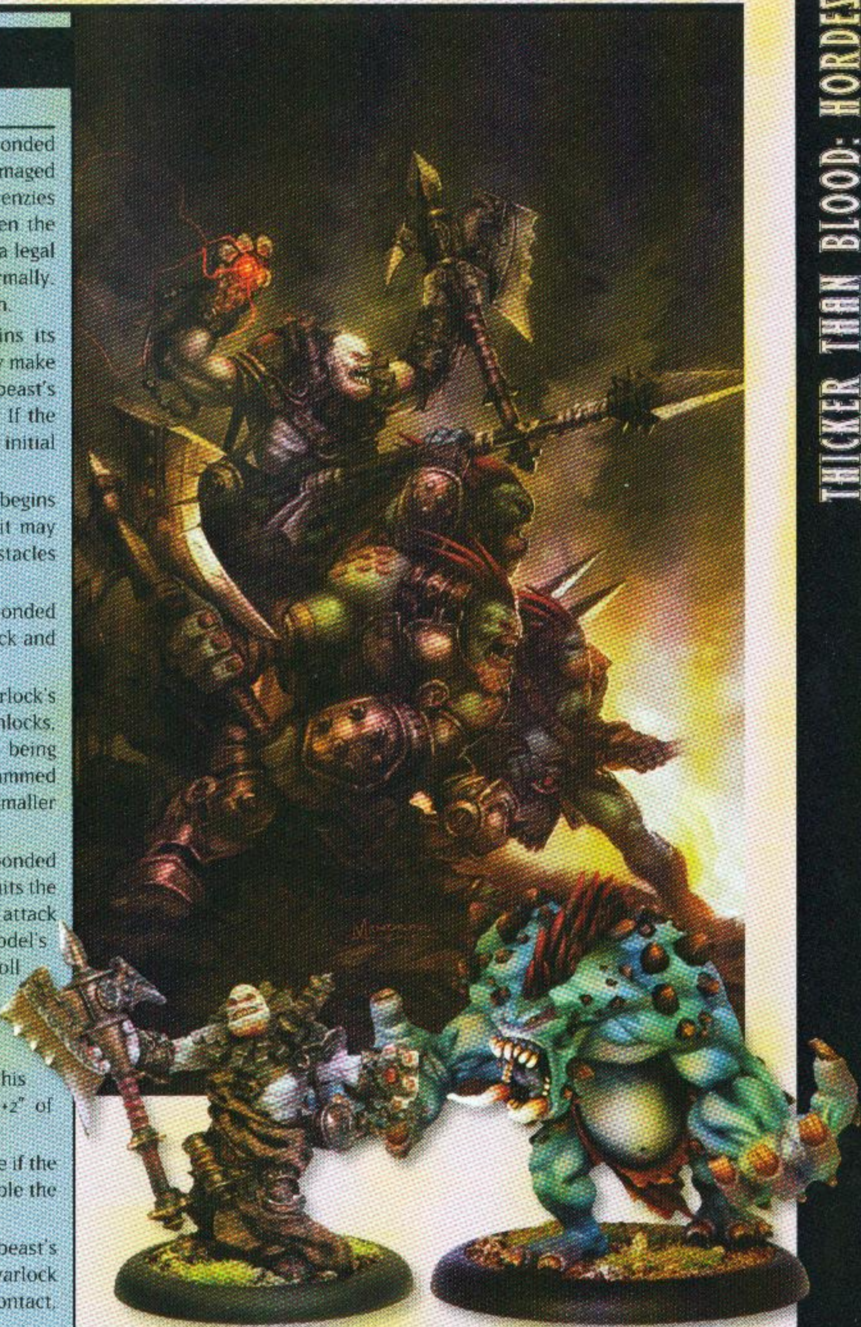
Effects of Bonding

While in its bonded warlock's control area a warbeast gains +2 THR.

Bonding also influences a warbeast's behavior while in the proximity of its bonded warlock. When a bond is established, roll 2d6 plus the warlock's CMD and consult the corresponding faction table at the end of this section to determine the effects of the bonding. The player may add one to or subtract one from his die roll when determining the effects of a bond.

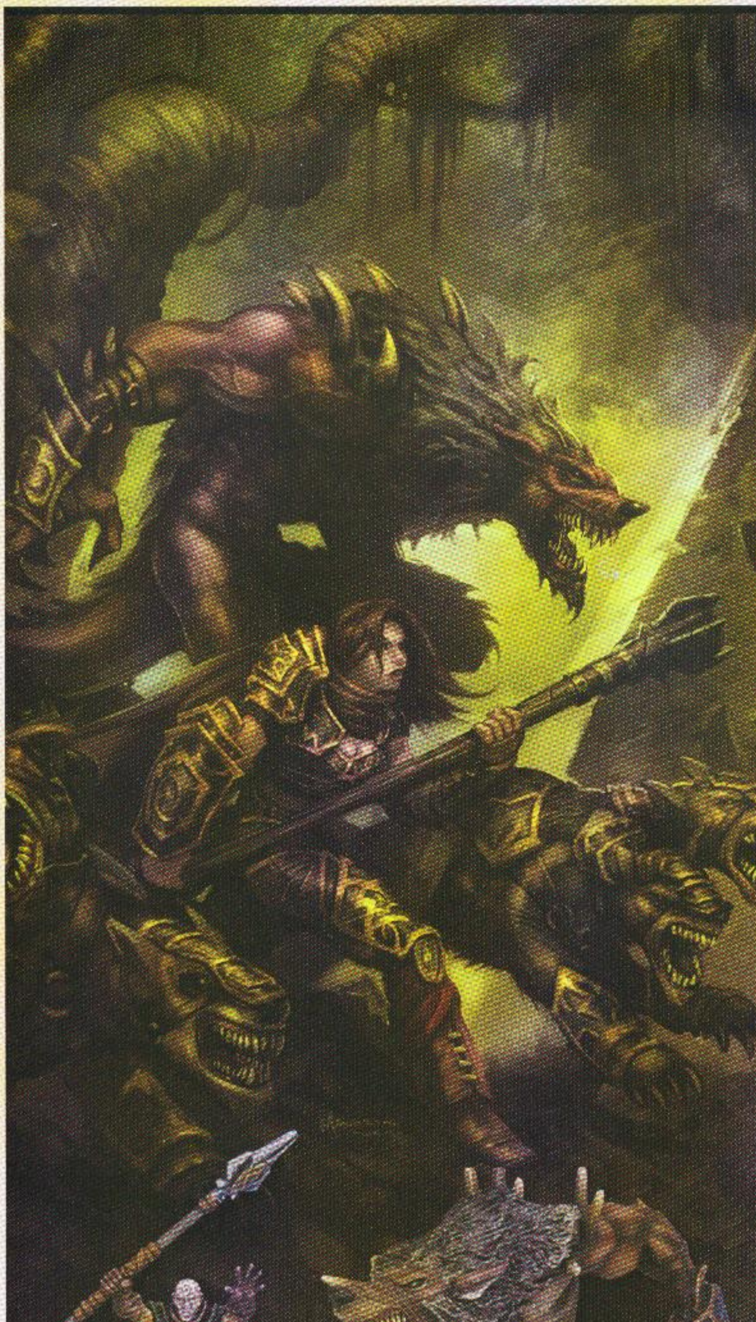
Trollblood Bonds

2d6 + CMD	Result
10 or Less	**Mad Dog** — If the warbeast is in its bonded warlock's control area when its bonded warlock is damaged by an enemy attack the warbeast automatically frenzies during its controller's next Maintenance Phase. When the warbeast frenzies as a result of this bond, it charges a legal target chosen by its controller instead of charging normally. The warbeast gains +2 on its attack rolls this activation.
11	**Bulldozer** — If the warbeast begins its activation in its bonded warlock's control area, it may make power attacks without being forced and the warbeast's first melee attack each turn must be a power attack. If the warbeast cannot make a power attack, it can make its initial melee attacks normally.
12	**Indomitable** — If the warbeast begins its activation in its bonded warlock's control area, it may charge, slam, and trample across rough terrain and obstacles without penalty and gains +2 on trample attack rolls.
13	**King of the Beasts** — While in its bonded warlock's control area, the warbeast gains +2 to attack and damage rolls targeting warbeasts and warjacks.
14	**'Rastler** — While in its bonded warlock's control area, the warbeast may make headlocks/weaponlocks, headbutts, throw, and double-hand throws without being forced and it cannot be knocked down, pushed, or slammed as a result of a melee attack made by a model with a smaller base.
15	**Lightning Reflexes** — While in its bonded warlock's control area, anytime a model successfully hits the warbeast with a melee attack it may make one melee attack against the model that hit it after the attacking model's activation ends. If the attack succeeds, the damage roll is boosted.
16	**Warder** — The warbeast may charge or slam an enemy model in its bonded warlock's control area without being forced. When resolving this charge or slam, the warbeast gains an additional +2" of movement.
17	**Long Leash** — When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
18	**Hyper Protective** — When the warbeast's bonded warlock is screened by the warbeast, the warlock gains an additional +2 DEF. While in base-to-base contact, the warlock gains +2 DEF versus melee attacks.
19	**Rapid Regeneration** — When the warbeast's bonded warlock forces it to regenerate, it removes 2d3 damage points.
20 or More	**Symbiotic Link** — Even if the warbeast has a number of fury points equal to its FURY stat, its bonded warlock can still transfer damage to it.



Catch!

If Madrak is lucky enough to get a dire troll with the 'Rastler bond, remember this trick. Sure Foot another dire troll and have the bonded dire troll two-handed throw the first for some free extra movement.



Warpwolf, You Are Cleared For Launch

If Krueger can bond to a warpwolf with Warder he has acquired a guided missile. Place Lightning Tendrils on the Warpwolf, select the +2 movement from Controlled Warping, and let slip the dog of war for a (free!) 13" charge with 2 1/2" Melee Range.

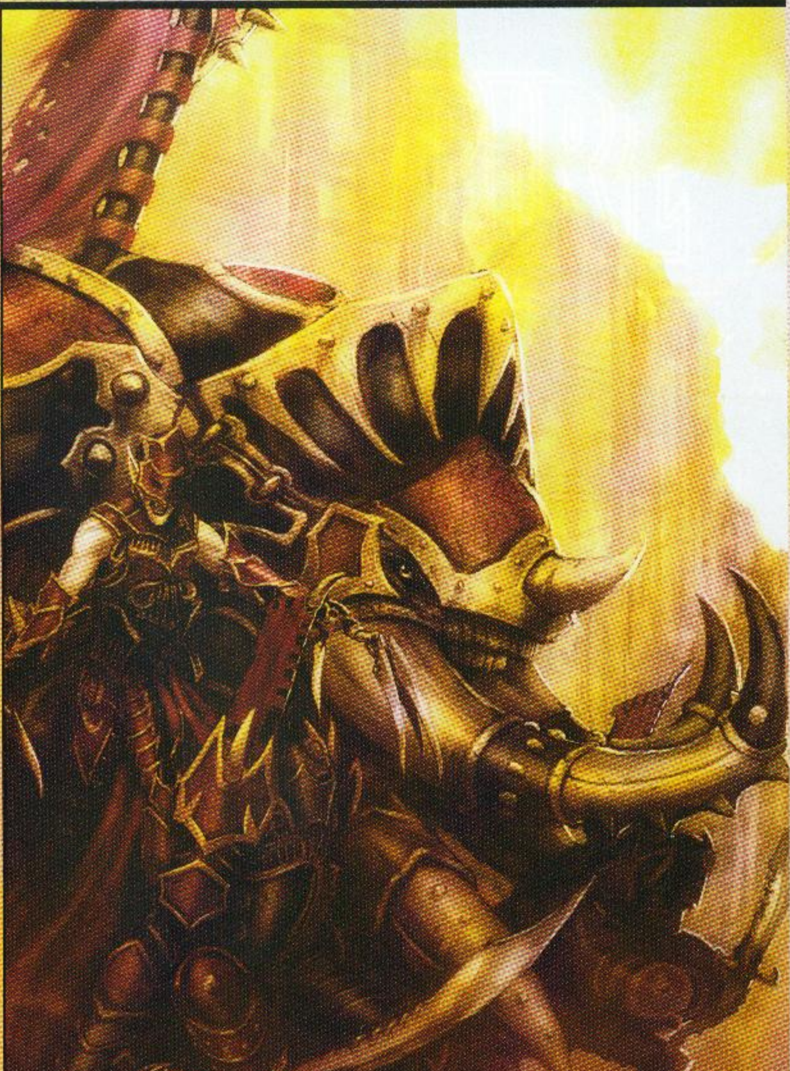
Circle Orboros Bonds

When determining a bond for an elemental construct, add 3 to the roll.

2d6 + CMD	Result
10 or Less	**Sick 'Em** – While in its bonded warlock's control area, the warbeast may voluntarily fail a threshold check and frenzy. When the warbeast frenzies as a result of this bond, it charges a legal target chosen by its controller instead of charging normally.
11	**Howler** – While in its bonded warlock's control area, the first time the warbeast destroys an enemy model in melee each activation, enemy models/units within 6" of it must pass a command check or flee.
12	**King of the Beasts** – While in its bonded warlock's control area, the warbeast gains +2 to attack and damage rolls targeting warbeasts and warjacks.
13	**Warder** – The warbeast may charge or slam an enemy model in its bonded warlock's control area without being forced. When resolving this charge or slam, the warbeast gains an additional +2" of movement.
14	**Symbiotic Link** – Even if the warbeast has a number of fury points equal to its FURY stat, its bonded warlock can still transfer damage to it.
15	**Heightened Awareness** – While in its bonded warlock's control area, the warbeast may change its facing at the start of its activation before moving or declaring a charge or slam. The warbeast may also change its facing at the end of its activation.
16	**Long Leash** – When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
17	**Playin' Possum** – While in its bonded warlock's control area, the warbeast cannot be targeted by ranged or magic attacks if it is knocked down. Additionally, if the warbeast is in its bonded warlock's control area, it may forfeit its movement to automatically be knocked down.
18	**Retriever** – If the warbeast began its activation in its bonded warlock's control area and it destroyed one or more enemy models, at the end of its activation it may move up to its current SPD in inches directly toward its bonded warlock.
19	**Forest Dweller** – While in its bonded warlock's control area, the warbeast gains All Terrain and Tree Walker. A model with All Terrain ignores movement penalties from rough terrain and obstacles. A model with All Terrain may charge, slam, and trample across rough terrain and obstacles. A model with Tree Walker's LOS is never blocked by forests. While within a forest, a model with Tree Walker gains +2 DEF against melee attacks and may move through obstructions and other models if it has enough movement to move completely past the obstruction or the model's base.
20 or More	**Arcane Awakening** – While in its bonded warlock's control area, the warbeast may use its animus without being forced to do so. The warbeast can still only use its animus once per activation.

Skorne Bonds

2d6 + CMD	Result
10 or Less	**Foul Temper** — If the warbeast is in its bonded warlock's control area during its controller's Maintenance Phase and was damaged in the last round, it automatically frenzies. When the warbeast frenzies as a result of this bond, it charges a legal target chosen by its controller instead of charging normally. Ignore the effects of lost warbeast aspects when resolving this activation.
11	**Berserk** — While in its bonded warlock's control area, anytime the warbeast destroys another model with a melee attack, it must immediately make one melee attack against another model in melee range.
12	**Pain Conditioned** — If the warbeast suffers damage while in its bonded warlock's control area, it gains +2 on melee attack and damage rolls for one round.
13	**Sick 'Em** — While in its bonded warlock's control area, the warbeast may voluntarily fail a threshold check and frenzy. When the warbeast frenzies as a result of this bond, it charges a legal target chosen by its controller instead of charging normally.
14	**Bulldozer** — If the warbeast begins its activation in its bonded warlock's control area, it may make power attacks without being forced and the warbeast's first melee attack each turn must be a power attack. If the warbeast cannot make a power attack, it can make its initial melee attacks normally.
15	**Long Leash** — When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
16	**King of the Beasts** — While in its bonded warlock's control area, the warbeast gains +2 to attack and damage rolls targeting warbeasts and warjacks.
17	**Symbiotic Lin**k — Even if the warbeast has a number of fury points equal to its FURY stat, its bonded warlock can still transfer damage to it.
18	**Merciless** — While in its bonded warlock's control area, if the warbeast damages a model with a melee attack, the damaged model must make a command check. If the damaged model fails, it must forfeit its movement or attack during its next activation.
19	**'Rastler** — While in its bonded warlock's control area, the warbeast may make headlocks/weaponlocks, headbutts, throw, and double-hand throws without being forced and it cannot be knocked down, pushed, or slammed as a result of a melee attack made by a model with a smaller base.
20 or More	**Broken Will** — While in its bonded warlock's control area, the warbeast never frenzies and automatically passes all threshold checks.



By Pain Alone I Set My Titan In Motion

True to form, Master Tormenter Morghoul's Pain Conditioned titan performs with excellence on the battlefield. Hit the titan with Abuse for a total of +2 movement +2 STR and +2 to melee attack and damage rolls!

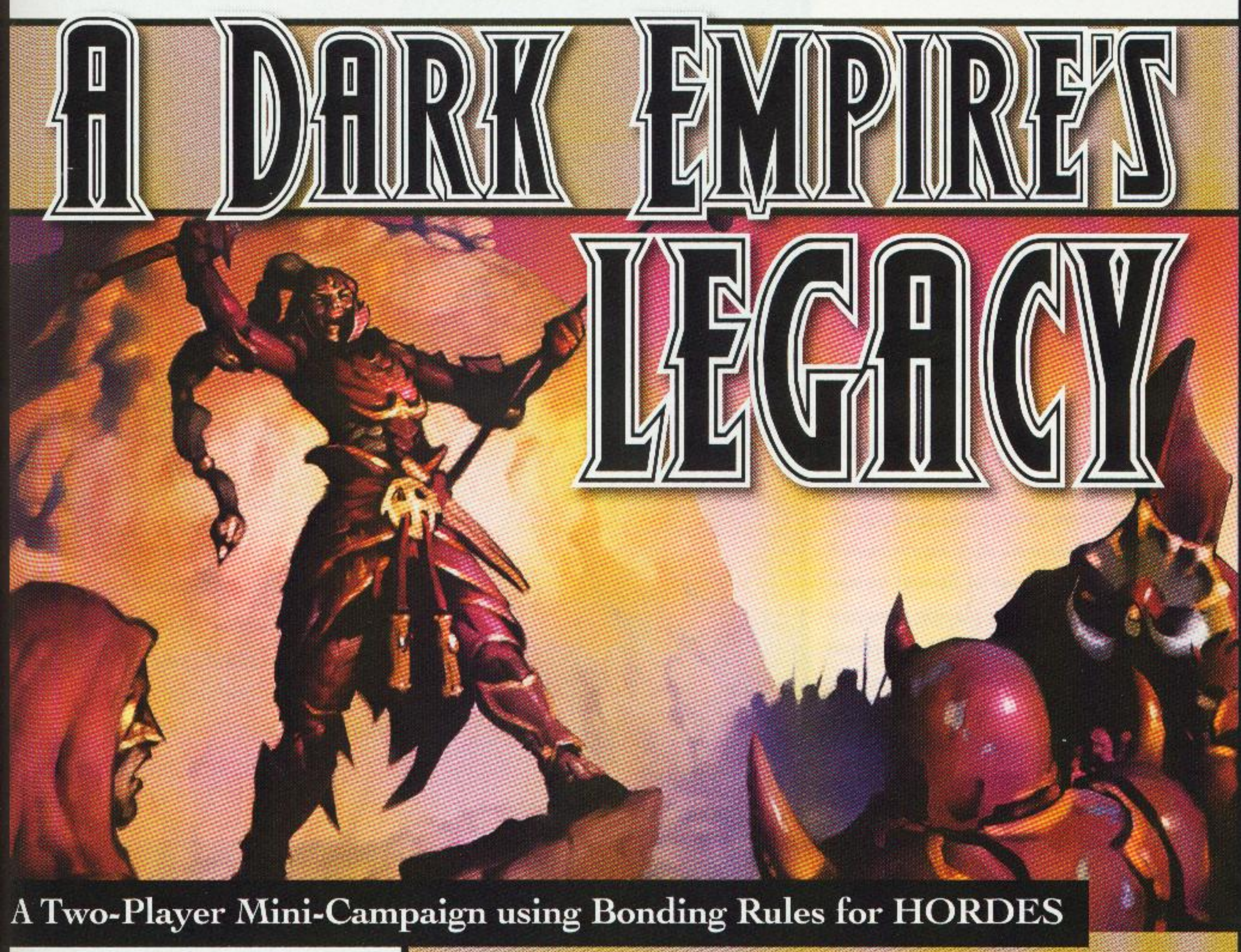
A Teraph Is An Ice Witch's Best Friend

Vayl brings her best with a favorite Lap Dog teraph. Abilities and spells such as Incite and Dark Sentinel makes Lap Dog the logical choice for her personal warbeast guard.

Legion of Everblight Bonds

2d6 + CMD	Result
10 or Less	**Berserk** — While in its bonded warlock's control area, anytime the warbeast destroys another model with a melee attack, it must immediately make one melee attack against another model in melee range.
11	**Mad Dog** — If the warbeast is in its bonded warlock's control area when its bonded warlock is damaged by an enemy attack the warbeast automatically frenzies during its controller's next Maintenance Phase. When the warbeast frenzies as a result of this bond, it charges a legal target chosen by its controller instead of charging normally. The warbeast gains +2 on its attack rolls this activation.
12	**Warder** — The warbeast may charge or slam an enemy model in its bonded warlock's control area without being forced. When resolving this charge or slam, the warbeast gains an additional +2" of movement.
13	**Sick 'Em** — While in its bonded warlock's control area, the warbeast may voluntarily fail a threshold check and frenzy. When the warbeast frenzies as a result of this bond, it charges a legal target chosen by its controller instead of charging normally.
14	**Carnivorous** — While in its bonded warlock's control area, if the warbeast destroys a living model with a melee attack, it may remove d3 damage points from anywhere on its life spiral. Remove the destroyed model from play.
15	**Long Leash** — When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
16	**Draconic Aura** — While in its bonded warlock's control area, the warbeast gains Terror and +2 DEF versus magic attacks. Enemy models/units within melee range of a model with Terror and enemy models/units with a model with Terror in their melee range must pass a command check or flee.
17	**Heightened Awareness** — While in its bonded warlock's control area, the warbeast may change its facing at the start of its activation before moving or declaring a charge or slam. The warbeast may also change its facing at the end of its activation.
18	**Lap Dog** — While in its bonded warlock's control area, when the warbeast is the closest model to its bonded warlock, it never frenzies and gains boosted attack and damage rolls.
19	**Blood Bank** — The warbeast's bonded warlock may transfer damage to the warbeast once per round without spending a fury point.
20 or More	**Arcane Awakening** — While in its bonded warlock's control area, the warbeast may use its Animus without being forced to do so. The warbeast can still only use its animus once per activation.

A DARK EMPIRE'S LEGACY



A Two-Player Mini-Campaign using Bonding Rules for HORDES

by **Dan Weber** • Illustration by **Mattias Snygg**

Little evidence remains of the Empire of Morrdh's influence on western Immoren save scattered ruins and ancient battlefields. Only fragments of their history survive through story, song, and myth. Even the tales of their campaign against the Molgur tribes are lost in antiquity and remembered only as legends given life by bards in alehouses throughout the Iron Kingdoms.

One of these legends describes a tall stone obelisk once used by the Molgur in religious ceremonies that the Morrdh turned into a powerful weapon against them. Stories place the relic somewhere in the marshy peat lands west of the Thornwood. Of course, the obelisk is worthless without the proper key to unlock its power; a key long lost to the ages. Now rumors have spread of a ruined Morrdh settlement where lies buried a stone tablet containing the rituals necessary to unlock the obelisk's power.

The Trollbloods have used the stories of their Molgur ancestors to locate the ruins in the hope that the obelisk's power will aid them against the encroaching Skorne. The Skorne have learned of the obelisk from captive trollkin and seek it for study by their Extollers, masters of both stone and spirit. The Circle would possess the obelisk to bury or destroy it lest it fall into their enemies' hands. Finally, Everblight's minions now scour the countryside for the tablet. The artifact was touched by Everblight's subtle influences when it was created, and the dragon seeks to recover the power contained within.

Campaign Rules

A Dark Empire's Legacy is a two-player HORDES campaign with each player playing a different faction. These scenarios are open to any HORDES factions. Each scenario builds upon past results, so scenarios must be played in the order presented.

Though the scenarios are intended for 500-points they may be played at higher point levels if both players agree.

Warbeast Bonds

One of the purposes of this campaign is for player's to familiarize themselves with the new bonding rules, see page 54-58. To achieve that end, each player begins the campaign with one warbeast bonded to a warlock in his horde. Rather than rolling to determine the effect of this bond normally, each player chooses his bond.

Terrain

Some of the scenarios in A Dark Empire's Legacy dictate terrain required for play. Some groups may not have all the types required. Substitutions are permitted in the case of limited terrain selections. When placing terrain features begin by rolling to determine which player places first unless the scenario dictates terrain placement. Players then alternate placing terrain features with each taking a turn placing one terrain feature at a time. Terrain features cannot be placed within 3" of another terrain feature or a table edge with the exception that terrain features may be placed on top of hills.

Since every gaming group has access to different terrain features no hard and fast rules exist on terrain placement. Players must rely on a few guidelines and common sense. Terrain features should remain moderately sized and no larger than 6" across unless mandated by a scenario. A player may place one (1) large terrain feature instead of two (2) moderate ones. Large terrain features may not exceed 12" across. Hills form the only exceptions to the terrain size rules. A hill up to 16" x 16" may be placed and counts as a moderately sized terrain feature.

Victory and Defeat

Each scenario includes rules specifying its victory conditions and turn limits (if any) for that scenario. When neither player has achieved a scenario's victory conditions by the end of the turn limit, players use victory points to determine the winner.

Hammertime

Beginning as indicated in the scenario, a random chance exists in which the game concludes at the end of each round. At the end of the last player's turn on the round indicated, the player who took the first turn should roll a d6. On a result of 1, the scenario ends. Otherwise, players continue to play until the end of the next round, called the Hammertime round. At the end of each Hammertime round, roll to see if the hammer falls. The chance of the scenario ending is increased by +1 for each additional Hammertime round until the third round. From the third round on, the game concludes on a roll of 1-3.

Rewards

Scenarios in A Dark Empire's Legacy include a reward for the victorious player. The scenarios indicate when and how these rewards can be used.

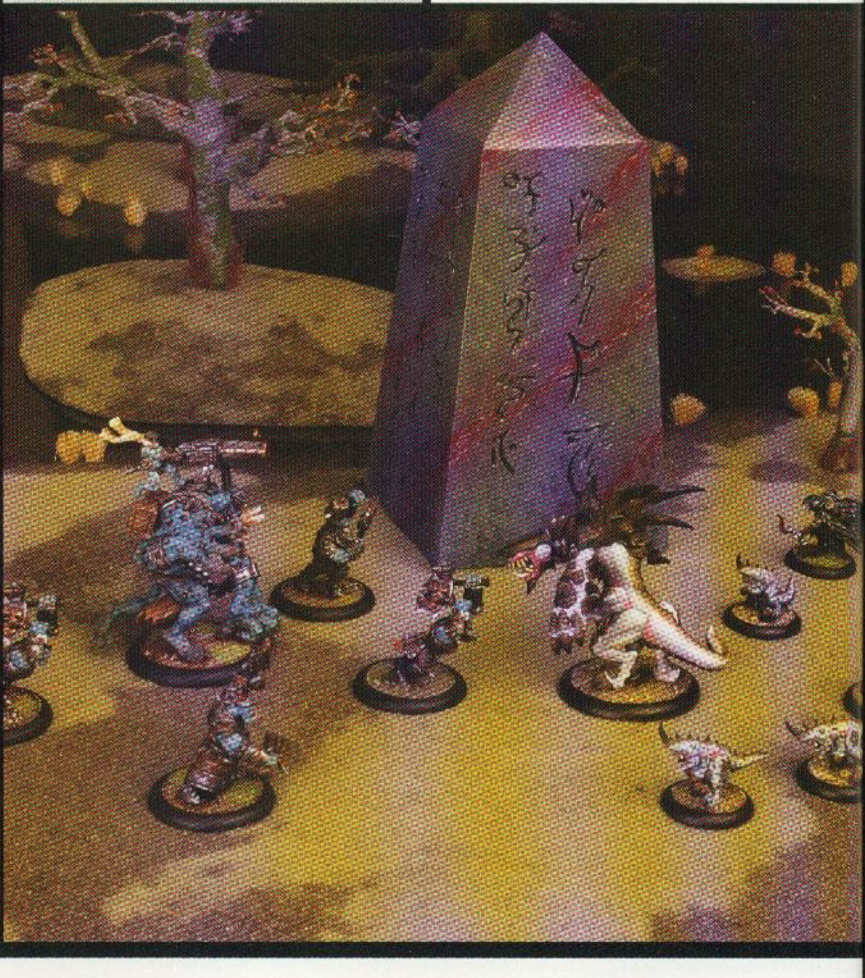
Bonded Warbeasts

A Dark Empire's Legacy uses the rules for warbeast bonds found on pages 54-58.

SCENARIO 1:
BURIED SECRETS
500 POINTS

I could not believe the tales until I laid eyes on the ruins. It was humbling to think that a child's rhyme held the key to an ancient riddle, and perhaps the key to our salvation.

– HURGID MOLOK, TROLLKIN FELL CALLER



Description

Following a convoluted trail of legends and myths hidden in song and story, two armies have located the ruined Morrdh settlement rumored to contain the massive stone tablet necessary to activate the obelisk. Both armies now must search the ruins for the tablet while preventing their opponent from doing the same

Special Rules and Setup

Players each place two (2) rubble piles (represented by an extra medium base, or other similar-sized terrain feature) within 8" of the table center. The rubble piles must be at least 10" from one another.

Players then alternate placing up to three (3) moderate terrain features each. Terrain features cannot be placed within 3" of a table edge, nor can they be placed atop the rubble piles.

The four rubble piles represent possible locations of the rumored stone tablet. Players roll a d6 during their Maintenance Phase for each rubble pile their models Hold. On a 6, the tablet is found. A player's models Hold a rubble pile if all models in base contact with it are controlled by that player during his Maintenance Phase. Models that are engaged in melee combat cannot Hold a rubble pile. Warrior models with CMD stats of 1 or less, or Incorporeal models, cannot Hold a rubble pile.

When the tablet is found, it must be assigned to one of the models holding the rubble pile. During its activation, a warrior model carrying the tablet cannot run or charge, and can only advance up to 1". A warbeast carrying the tablet can advance normally, but cannot run or charge. A friendly model in base-to-base contact with the model carrying the tablet may forfeit his action to take the tablet. Incorporeal models cannot carry the tablet. If the model carrying the tablet is knocked down, destroyed, or removed from play, the tablet is dropped and remains at the model's last location. If a model carrying the tablet is slammed, thrown, or placed, place a marker representing the tablet where the model was standing before being moved. A model in base contact with the tablet when it is not being carried may forfeit his action to pick it up and carry it.

Hammertime begins once the tablet is found. See the Hammertime rules above.

Beginning

Players determine first player and deploy forces as described in HORDES: Primal, page 27.

Victory Conditions

A player wins when a model carrying the tablet moves into contact with the back edge of his deployment zone. If the game ends do to Hammertime before a player wins, a player controlling a model carrying the tablet is the winner. If no model is currently carrying the tablet, the player who scored the most victory points is the winner.

Reward

The winning player in this scenario is the defender in scenario 2, Chasing Ghosts, and gains a new warbeast bond. The bond is rolled normally. Remember, a warbeast can only be bonded once, so provided the warbeast that was bound at the beginning of the game survived, you now have two bonded warbeasts.

Before starting the next scenario, both players should roll to see if their surviving warbeasts formed additional bonds during this battle. Once again, do not roll for warbeasts that already have bonds.

SCENARIO 2:
CHASING GHOSTS
TWO-PLAYER GAME
500 POINTS

The shrewd general commits the appropriate resources to defeating an enemy. Whether it be Cetrati, or a gladiator, or even his fastest messengers, the correct tool ensures victory.

– ALKITILLO, PRAETORIAN DAKAR

Description

Now in possession of the tablet, one army must race to the obelisk's location and unlock its secrets before it is overtaken by the enemy. Unfortunately, fast runners have brought word to enemy troops ahead,

which are even now preparing an ambush along a wooded trail. Which army will emerge from this encounter with the tablet in its possession?

Special Rules and Setup

See the map. A 4" wide road runs through the middle of the table from the north to south table edge. Place a 6" x 24" forest terrain feature in the northwest and north east corners of the table as shown on the map.

The attacker may also place one (1) moderate terrain feature anywhere outside of the defender's deployment area. The feature cannot be placed on the road or in forest terrain. The defender may then place up to two (2) moderate terrain features anywhere outside the road and forest terrain. Neither player may add forest terrain to the table.

At the start of the game, the stone tablet discovered in the previous scenario must be assigned to a model in the defender's horde. During its activation, a warrior model carrying the tablet cannot run or charge, and can only advance up to 1". A warbeast carrying the tablet can advance normally, but cannot run or charge. A friendly model in base-to-base contact with the model carrying the tablet may forfeit his action to take the tablet. Incorporeal models cannot carry the tablet. If the model carrying the tablet is knocked down, destroyed, or removed from play, the tablet is dropped and remains at the model's last location. If a model carrying the tablet is slammed, thrown, or placed, place a marker representing the tablet where the model was standing before being moved. A model in base contact with the tablet when it is not being carried may forfeit his action to pick it up and carry it.

Beginning

The defender deploys first and may place his models on or withing 3" of the road up to 10" from the south table edge.

The attacker deploys his models within the two forest terrain features along the north table edge..

The attacker's models do not benefit from Advance Deployment in this scenario.

The defender then chooses if he will take the first or second turn.

Victory Conditions

The defender must get the tablet off the opposite table edge, either via the road or within 6" of it.

The attacker must retrieve the tablet and get it off a table edge touching forest terrain.

Hammertime begins at the end of the sixth round. The player with possession of the tablet at the end of Hammertime, or who moves it off the appropriate table edge before Hammertime ends wins.

Reward

The winning player in this scenario is the defender in scenario 3, Ancient Treasure, and gains a new warbeast bond. The bond is rolled normally. Remember, a warbeast can only be bonded once, so provided the warbeast that was bound at the beginning of the game survived, you now have two bonded warbeasts.

Before starting the next scenario, both players should roll to see if their surviving warbeasts formed additional bonds during this battle. Once again, do not roll for warbeasts that already have bonds.

SCENARIO 3:
ANCIENT TREASURE
500 POINTS

Ambition. Greed. Hubris. Thrice cursed be he who would use this stone's power against the Morrdh.

– FRAGMENT OF THE INSCRIPTIONS ON THE MORRDH OBELISK

Description

The obelisk thrums with a power only a warlock can feel. It has already come alive to the arcane touch of the warlock now gazing in awe upon it. What secrets does it contain? A crashing in the vegetation around the clearing and scattered shouts tells the warlock further experimentation will have to wait.

Having used the tablet to activate the obelisk, the defending warlock now awaits the opportunity to test it against his persuing enemies.

Special Rules and Setup

Place the obelisk in the center of the table. The obelisk is represented by a 4" diameter obstruction. The obelisk cannot be damaged.

Players then alternate placing three (3) moderate terrain features each anywhere on the tabletop. Terrain suggestions include: dead vegetation, dead trees and tree stumps, and broken rocks as evidence of a brutal battle once fought on this location.

The Obelisk

Once a Molgur tribute to Dhunia and the Devourer, the tall carved stone obelisk was defiled and corrupted by the Morrdh for use as a tool in their dark empire's war to exterminate the Molgur. Crude Molgur carvings and pictograms covering the surface are completely scratched out or carved over with spidery Morrdh runes. The obelisk's power calls to warlocks and warbeasts alike, boosting the strength of their mental communion. This power does not come without a price, and only the most powerful warlock would dare control it.

Place two (2) fury points on the obelisk at the start of the game. At the start of each player's Control Phase, warlocks leach fury, remove one (1) fury point from each warbeast within 8" of the obelisk. Place these fury points next to the obelisk.

If the obelisk is within a warlock's control area during his activation, he may make a command check to take control of the obelisk. When resolving this check, add +1 to the die roll for each fury point on the obelisk. Before rolling, the warlock may spend fury points to reduce the die roll by -1 for each fury point spent. Only one warlock can take control of the obelisk each turn.

A successful command check allows the warlock to to spend fury points on the obelisk to cast spells, heal, make additional attacks, and boost attack and damage rolls while the obelisk is in his control area this activation.

Beginning

The defender sets his forces up first within 6" of the obelisk.

The attacker sets up second, anywhere within 3" of any table edge. The defender takes the first turn.

Victory Conditions

A player wins when his opponent's last warlock has been destroyed or removed from play. The winning warlock may then study the obelisk's considerable powers at their leisure.

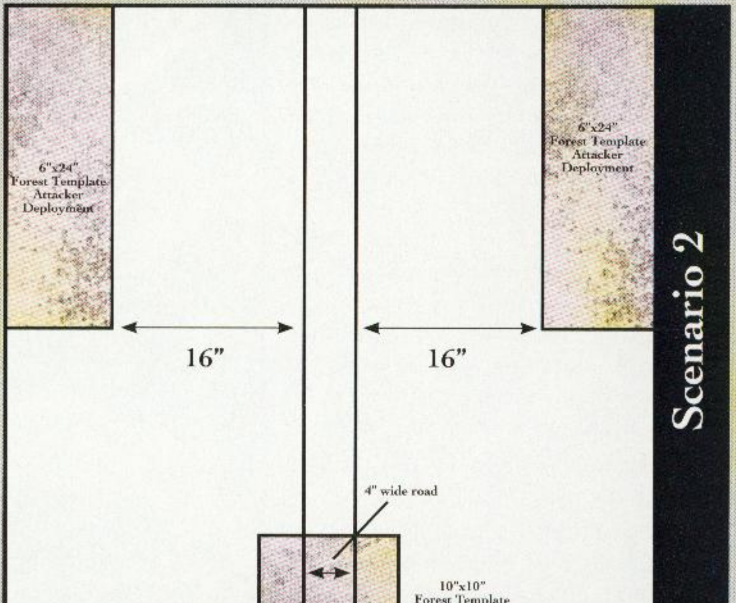
Escalating Conflict Variety

The escalating conflict variant shows the importance each faction places on controlling the obelisk. The variant alters the game sizes as follows:

Scenario 1:
350 or 500 points

Scenario 2:
750 points

Scenario 3:
1000 point



the wilding way

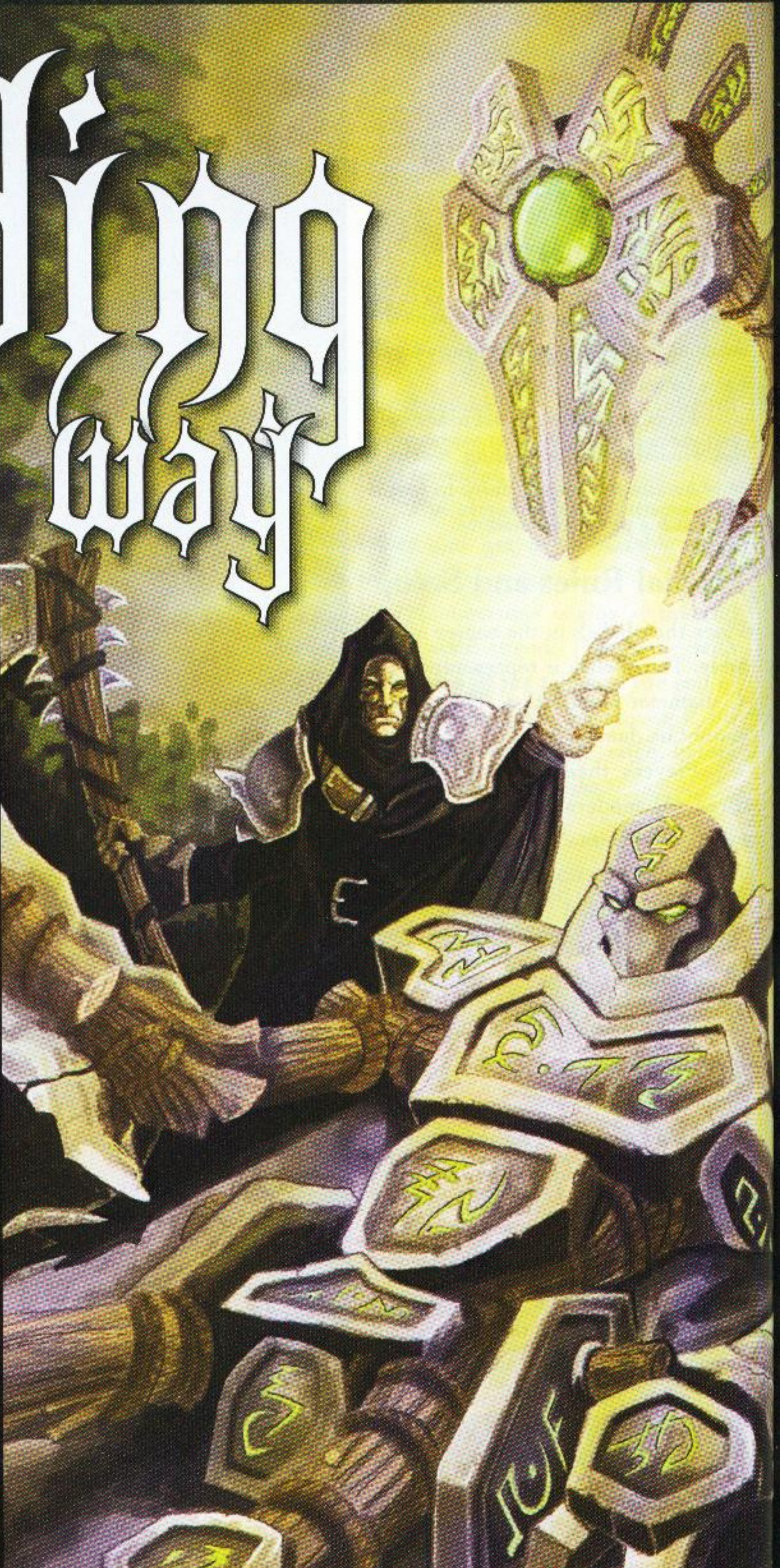
by **Jason Dawson** and **Doug Seacat**

The druids of the Circle Orboros belong to one of the most ancient and enigmatic cabals in western Immoren. This class can be used by players or GMs to create powerful and flavorful characters for campaigns exploring the wild side of the Iron Kingdoms.

We carve our territories from primeval woodlands to preserve their power and prevent civilization from growing like a cancer into every untamed place, but even were we gone the wilds would endure. Our order does not focus on safeguarding a few acres of forest or saving a stream. We have a deeper agenda.

Our order embraces a higher power named Orboros. Possessed of many aspects and names, the essence of Orboros is bound into the body of the world and provides the vital spark essential to life. The Devourer Wurm is part of Orboros, but the two are not synonymous. The Devourer is a hunting beast set loose to stalk Menoth whose thirst for law and love of enclosing the wilds behind walls would choke the flow of natural power. The Devourer followed when Menoth retreated to Urcaen to build the fortress city for the souls of his followers and they remain locked in unceasing battle. The power of nature fuels the Wurm. Volcanoes, storms, earthquakes, the flow of rivers, and the raging surf all feed the Beast of All Shapes in his assault upon the Creator of Man.

The body of Orboros remains on Caen. The Wurm is its conscious will, but Orboros is the sum of all. Orboros' life-blood pumps in the raging river, and he sees through the hunting predator's eyes. We must ensure the body of Orboros remains strong so the Devourer stays focused on Urcaen. If he returned the Wurm would consume Caen in fire, storm, and flood.



Art by **Chris Walton, Brian Snoddy**, and **Torstein Nordstrand**

Our work preserves humanity from itself. It is not destruction we seek, but our efforts may not be enough to prevent the coming wrath. Civilization marches on, and there may come a reckoning. Forestalling that time is our burden.

While we revere natural chaos, our plans grow from the preparations of centuries and require hierarchy. Some of us scheme and plot as a way of life, but internal politics do not disrupt our goals. Our numbers are too few and our purpose too large to let disagreements prompt factionalism.

Always three in number, the omnipotents stand at the pinnacle of our order and closest to the will of Orboros. They command the full strength of Orboros and wield unparalleled might. Their combined decisions direct the course of our shadow war against the rising tide of humanity and other forces which would strangle the natural world. Included among the threats counted most dire are Lord Toruk and his spawn. Dragons by their presence interfere with our power. Each spreads a blight inflicting grievous wounds on Orboros.

Below omnipotents rank the rare but more numerous potents, each a singularly impressive druid charged with orchestrating detailed plans and leading battles against our enemies. Overseers follow next in rank and have charge of specific regions. They preserve key territories and enact the plans of the potents. Overseers task Warders, every one an experienced and veteran druid, with smaller territories and finding those who undergo the wilding to train them in our mysteries.

Advancement requires proven ability to manipulate the primal energies of Orboros. The wilding comes to every druid differently. No two great druids are identical. Those seeking the upper ranks must broaden their power to encompass all of the great aspects of our discipline: the shaping of earth, the shaping of beasts, and the shaping of storms. Each path branches into other mysteries, equally powerful when wielded by a master.

—Bradigus Thorle,
Potent of the Circle Orboros

Circle Druid Class

"Even as we hone our ability, we must remember that this power has a purpose. We cannot be reluctant to act...ahead is a time of crisis. The era of scheming is over."

- Omnipotent Lortus,
Watcher of Blighterghast

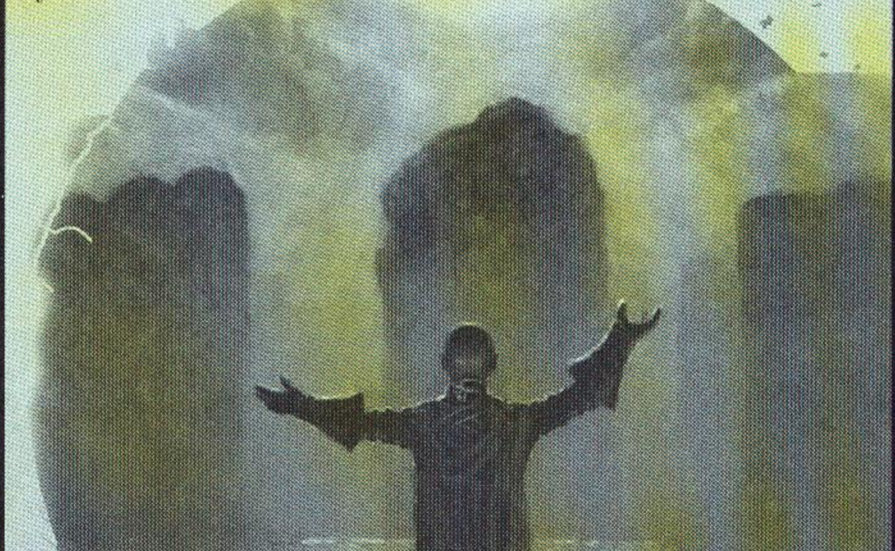
Feared by civilized folk, druids harness the primordial power of the whitewater torrent, the explosive volcano, and the furious thunderstorm. They call and command the beasts of the wild, and bend ferocious animals and elemental constructs to their will. Their might comes through elemental mastery and the ability to harness the incalculable energies produced by the natural world.

Description

As divine spell casters, druids draw their power from one or more gods associated with nature, yet do so in a fashion distinctly different from clerics. Druids do not work by prayer. Rather, they use more systematic than reverential methods based on occult rites, astronomical conjunctions, and the primal energy held in blood and flesh. Moreover, the gods whose strength they borrow do not seem directly aware of them. Their unusual relationship lets them use divine energy without serving a god's agenda.

Adventurers: Druids make good supporting spell casters, by augmenting a party's abilities and increasing their effectiveness on and off the battlefield. Most druids rival wizards or sorcerers in their magical offensive potential. Others gain great control over shaping stone and earth or summoning and commanding beasts.

Alignment: Druids stand against the fabricated laws of civilization and embrace natural chaos. Some druids retain compassion and exercise caution in the use of their powers, while others are selfishly greedy for power.

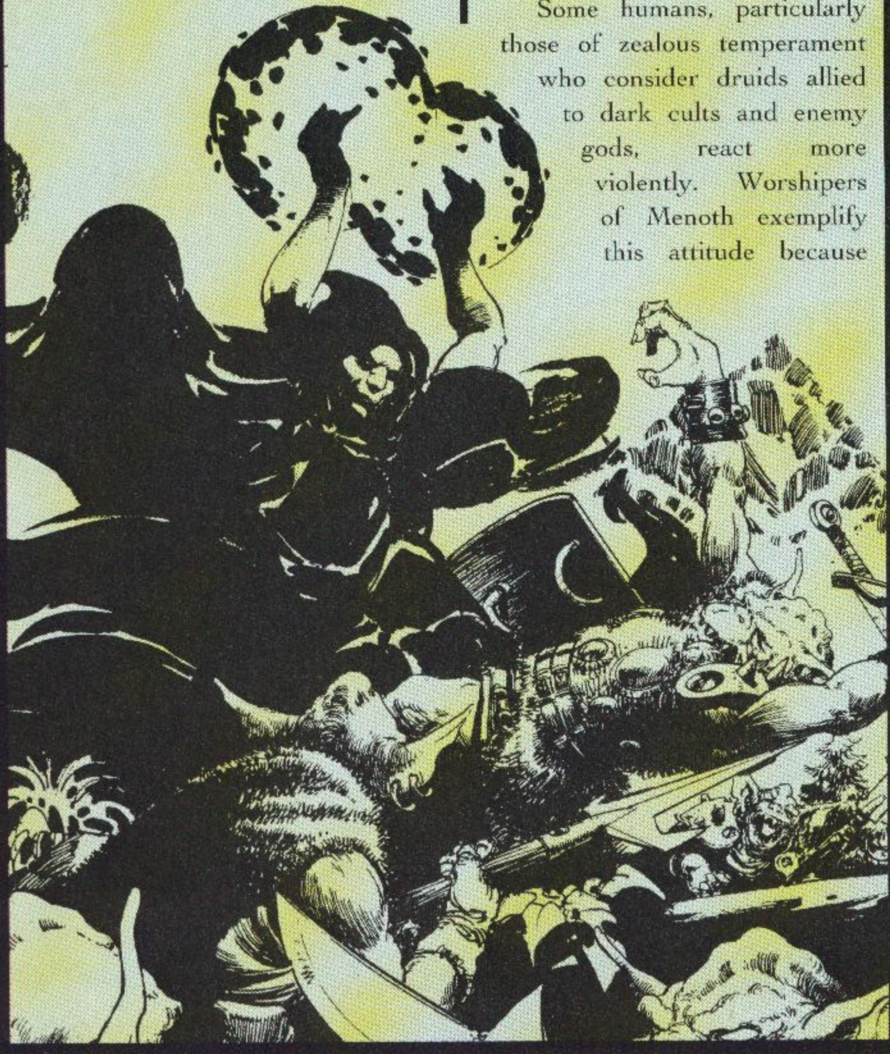


Circle Druids in the Iron Kingdoms

The class and role described here applies to the human druids of the Circle Orboros. This is the only organized group in western Immoren referring to themselves as "druids". They have no bias against other races, but they have organized themselves around humans who undergo a process called the *wilding*. This inborn talent allows individuals to harness natural energy.

The Circle Orboros is a secretive cabal. While other groups may recognize a druid by his garb, their exact motives and agenda remain mysterious and often misunderstood. Outsiders avoid, shun, and fear druids, suspecting them of questionable practices. Most humans believe druids best left alone and do not confront them. General superstition holds that druids bring ill-fortune and disaster. Druids of the Circle are often called "Blackclad" for their mode of dress, and are avoided when seen in towns or cities. When a regular person must interact with a druid they usually limit the contact to as brief a period as possible.

Some humans, particularly those of zealous temperament who consider druids allied to dark cults and enemy gods, react more violently. Worshipers of Menoth exemplify this attitude because they believe druids worship the Devourer Wurm and consider them therefore an abomination. Some zealous Morrowans believe similarly, although most who follow the Prophet will not accost a druid without reason or evidence of misconduct. Nonetheless most pious Morrowans expect the worst from a druid unless this prejudice is countered by lengthy exposure and deeds proving the druid's trustworthiness.



The Circle Orboros has a complex religious philosophy dissimilar from other faiths of western Immoren. They do not worship the Devourer Wurm but rather believe the Devourer Wurm a lesser name for a greater entity called Orboros. Inextricably bound to the world-spirit named Dhunia, Orboros represents natural power and the seed of all predation and wild natural energy. Druids of the Circle name the Devourer as the sentient "will" of Orboros and a cohesive entity that stalks after Menoth and his works of civilization from Urcaen. Yet they believe the actual "body" of Orboros to be forever tied to Dhunia on Caen and represented by many aspects of natural phenomena, including floods, storm, volcanoes, earthquakes, and predation. Druids do not attempt to explain the true nature of Orboros to outsiders but allow the expedient—if inaccurate—notion that they draw on the power of the Devourer. Individual druids have at times exploited this connection to establish friendly relations with cults of the Devourer and manipulate them as needed.

Adventuring in the Iron Kingdoms: Druids fit easiest in a party intended to explore the wilds and less focused on urban environments. Barbarians, rangers, sorcerers, wilderness rogues, and fighters all make for good companions and peers for a druid. However, ongoing plans of the Circle Orboros allow individuals to cooperate with less typical outsiders. A Circle druid could work amiably alongside Morrowans or even cultists of Cyriss if still furthering objectives important to the Circle Orboros. Menites directly oppose druids, considering them agents of their god's ancient nemesis, the Devourer Wurm, and druids avoid them at all costs.

The Wilding

A tiny percentage of human children undergo a confusing time called the wilding. Most ignorant laypersons mistake this for madness or other problems as a child begins to manifest strange behavior, including: tearing off one's clothes, running away from home and into the forest in the middle of the night, barking or howling, or staring for hours into the eyes of a nearby animal. Most communities shun such "odd" children, though others may abandon them or, in extreme cases (such as in certain Menite communities), slay them for fear of sorcery or a taint of the Wurm. Druids of the Circle Orboros try to anticipate this and intervene whenever possible.

Senior druids are responsible for anticipating these manifestations and dispatching one or more warders to gather a wilding child. In some cases parents feel this a mercy and voluntarily offer such a child into the druid's care. In other cases, druids must abduct wilding children in secret. Druids or families closely affiliated with the druids raise these children until they prove ready to learn how to master their powers. For this reason, most druids have no awareness of their parents and rarely attempt to reestablish contact with blood relations. The Circle Orboros becomes their only family and they accept the mystery of their origins. Understandably, rumors of this practice have not endeared the Circle Orboros to communities where children have gone missing.

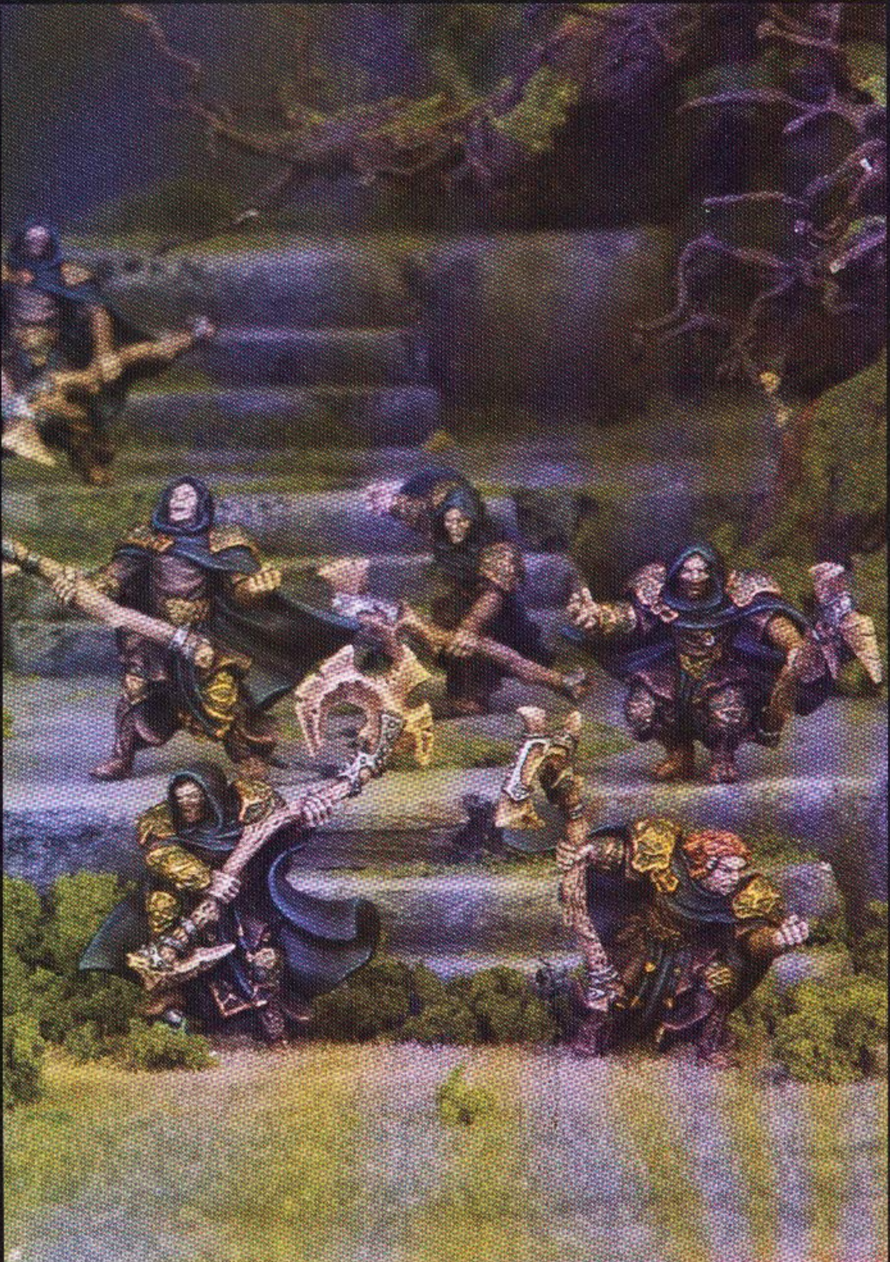
Druids of the Circle Orboros in the setting should use the following class, replacing other variants.

Race: Any Human

Abilities: Wisdom determines how powerful a spell a druid can cast, how many spells he can cast per day, and how hard those spells are to resist. Other useful abilities depend on the role the druid seeks to fill. Dexterity is advantageous as most druids prefer lighter armors, while both Strength and Constitution are useful to those expecting to serve in combat. Certain paths of specialization may require better than average ability scores.

Alignment: Any non-lawful.

Hit Die: d6



Class Skills

The druid's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Creature Lore (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Heal (Wis), Knowledge (arcana, geography, history, nature, religion), Listen (Wis), Move Silently (Dex), Ride (Dex), Rope Use (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon and Armor Proficiencies: Druids are proficient in light and medium armor, but not shields. Druids are proficient in club, greatclub, dagger, handaxe, quarterstaff, shortbow, all spears, sling, voulge, and one other martial weapon of their choice.

Spells: A druid casts divine spells, which are drawn from the druid spell list (below). His alignment may restrict him from casting certain spells opposed to his moral or ethnical beliefs: no druids can cast lawful spells, evil druids cannot cast good spells, and good druids cannot cast evil spells. A druid must choose to prepare his spells in advance.

To cast a spell, a druid must have a Wisdom score of 10 + the spell's level. The Difficulty Class of a saving throw against a spell is 10 + the spell's level + the druid's Wisdom modifier. A druid can cast only a certain number of spells of each spell level per

Druid Advancement Table

Class Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Extended Lifespan, Eyes of the Wild, Wild Empathy, Rejuvenation, Superstitious Dread	3	1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Woodland Stride	4	2	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Trackless Step	4	2	1	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Resist Glamours	5	3	2	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Path of Orboros	5	3	2	1	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3	3	2	—	—	—	—	—	—
7	+5	+5	+2	+5	Nature's Cloak	6	4	3	2	1	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	4	3	3	2	—	—	—	—	—
9	+6/+1	+6	+3	+6	Venom Immunity	6	4	4	3	2	1	—	—	—	—
10	+7/+2	+7	+3	+7	Path of Orboros	6	4	4	3	3	2	—	—	—	—
11	+8/+3	+7	+3	+7		6	5	4	4	3	2	1	—	—	—
12	+9/+4	+8	+4	+8		6	5	4	4	3	3	2	—	—	—
13	+9/+4	+8	+4	+8	Bonus feat	6	5	5	4	4	3	2	1	—	—
14	+10/+5	+9	+4	+9		6	5	5	4	4	3	3	2	—	—
15	+11/+6/+1	+9	+5	+9	Path of Orboros, Timeless Body	6	5	5	5	4	4	3	2	1	—
16	+12/+7/+2	+10	+5	+10		6	5	5	5	4	4	3	3	2	—
17	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+11	+6	+11		6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+12	+6	+12	Path of Orboros	6	5	5	5	5	5	4	4	4	4

day, as indicated on the advancement table. In addition, he receives bonus spells per day if he has a high Wisdom score. The druid does not have access to any domain spells or granted powers, as a cleric does. Otherwise a druid prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place (see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list provided that he can cast spells of that level, but must choose which spells to prepare during his daily meditation.

The druid does not risk Infernal attention (as described in the IKCG, pp. 264-266) when using Summon Nature's Ally spells or other Conjuration spells due to the unique nature of druidic magic.

Spontaneous Casting: A druid can channel stored spell energy into certain spells that he has not prepared ahead of time. Each time a druid gains access to a new spell level he may choose one spell of that level or lower to cast spontaneously. He can "lose" a prepared spell in order to spontaneously cast one of these chosen spells of the same level or lower. For example, a druid who has prepared dominate animal (a 3rd-level spell) may lose dominate animal in order to cast plant growth (also a 3rd-level spell) if that was a spell he chose to be able to spontaneously cast.

Extended Lifespan (Ex): Druids gain a cumulative 10% bonus to their life expectancy for each spell level attained. This applies to each age category separately. For example, a human druid able to cast 5th level spells gains a 50% bonus to life expectancy (rounding up) and will not incur the adjustments listed for "middle age" until he reaches 53 years rather than 35 years. Do not remove penalties already incurred by aging after attaining new spell levels.

Eyes of the Wild (Ex): A druid trains extensively in all matters involving the wilderness in addition to an innate affinity to the outdoors. Druids gain a +2 bonus on Knowledge (nature), Survival and Creature Lore skill checks while in natural settings. Being underground does not count as a natural setting unless it is an unworked, naturally-formed cavern or caves.

Rejuvenation (Su): As a standard action the druid may "lose" a prepared spell in order to cure himself of 1d6 hit points per level of the spell lost. Pain of Healing does not affect this ability.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent. Wild animals usually start as unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 to 4, but she suffers a -4 penalty on the check.

Superstitious Dread: Druids of the Circle Orboros who are identified in cities or other urban areas are feared due to their reputations as baby stealers and harbingers of ill luck. Druids receive a -4 penalty to Diplomacy, Gather Information, and Sense Motive but gain a +2 bonus to Bluff and Intimidate checks in cities or urban areas due to this fear. The GM may wave these penalties and bonuses when dealing with individuals accustomed to druids.

Woodland Stride (Ex): Starting at 2nd level a druid may move through undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas magically manipulated to impede motion still affect him.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Resist Glamours (Ex): By 4th level, the druid gains a +2 on saving throws against the supernatural and spell-like abilities of magical beasts and grymkin.

Path of Orboros: Upon attaining 5th level and every 5 levels thereafter (10th, 15th, 20th), the druid gains a Path of Orboros of his choice from the following options. When first chosen the druid becomes an Initiate of that path, when chosen a second time, the druid becomes a Disciple, if chosen a third time the druid becomes a Master, and if chosen a fourth time the druid becomes Prime. No druid can gain the title of "omnipotent" unless initiated in all three of these categories, rather than specializing in one. These paths are required to qualify for additional specialized abilities called Paths of Power.

Earth Shaper (Ex): The druid becomes an Earth Shaper Initiate. Add +1 to the DC for all saving throws against spells cast with the [earth] descriptor. The character receives a +1 competence bonus to all saving throws against spells with the [earth] descriptor. The druid may gain this path multiple times and the bonuses are cumulative.

Storm Shaper (Ex): The druid becomes a Storm Shaper Initiate. Add +1 to the DC of your evocation [air, electricity] spells. The druid gains +1 to all saves verses these evocation spells. The druid may gain this path multiple times and the bonuses are cumulative.

Beast Shaper (Ex): The druid casts enchantment and transmutation spells at one level higher. Add +1 to the DC for all saving throws against enchantment or transmutation spells targeting an animal, vermin, or a magical beast. The druid may gain this path multiple times and the bonuses are cumulative.

Nature's Cloak (Su): By 7th level the druid can continually and intuitively call on the energy of the natural world to protect himself from harsh conditions. So long as the druid remains in natural surroundings they gain the permanent benefit of endure elements.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when his time is up. This benefit is cumulative with the druid's Extended Lifespan.

Ex-druids

A druid who changes to a lawful alignment or who deliberately violates the core precepts of the natural god that is the source of their power loses all spells and druid abilities (not including weapon and armor proficiencies). He cannot gain levels as a druid unless he undergoes a significant rite of sacrifice involving the permanent loss of a finger, toe, or other appendage. A high ranking druid (one with access to 7th level or higher spells) must conduct a ceremony of reacceptance before the druid regains his powers.

Paths of Power

Druids of the Circle Orboros have access to specialized paths of power developed over several millennia of organized exploitation of natural power. These paths are offshoot branches of the Paths of Orboros which require additional prerequisites and training to unlock. Visit privateerpress.com/noquarter and check the web extras for a document detailing some of these paths of power available to qualified druids of the Circle Orboros.

Druid Spell List

0-level — *Create water, detect magic, detect poison, flare, guidance, know direction, light, mending, purify food and drink, read magic, resistance, virtue*

1st-level — *Calm animals, charm animal, detect animals or plants, detect snares and pits, endure elements, entangle, faerie fire, feather fall, goodberry, hide from animals, jump, longstrider, magic fang, magic stone, obscuring mist, pass without trace, produce flame, shillelagh, shocking grasp, speak with animals, summon nature's ally I*

2nd-level — *Animal messenger, animal trance, barkskin, bear's endurance, bull's strength, cat's grace, chill metal, delay poison, fire trap, flame blade, flaming sphere, fog cloud, gust of wind, heat metal, hold animal, obscure object, owl's wisdom, reduce animal, resist energy, restoration (lesser), see invisible, soften earth and stone, spider climb, summon nature's ally II, summon swarm, tree shape, warp wood, wood shape*

3rd-level — *Call lightning, contagion, daylight, diminish plants, dominate animal, magic fang (greater), meld into stone, misdirection, neutralize poison, plant growth, poison, protection from energy, quench, remove disease, silence, sleet storm, snare, spike growth, stone shape, summon nature's ally III, water breathing, wind wall*

4th-level — *Control water, dispel magic, flame strike, freedom of movement, giant vermin, ice storm, lightning bolt, nondetection, repel vermin, rusting grasp, scrying, solid fog, spike stones, summon nature's ally IV*

5th-level — *Awaken, borne on the winds, call lightning storm, commune with nature, control winds, death ward, insect plague, stoneskin, summon nature's ally V, transmute mud to rock, transmute rock to mud, tree stride, wall of stone, wall of thorns*

6th-level — *Antilife shell, bear's endurance (mass), bull's strength (mass), cat's grace (mass), dispel magic (greater), fire seeds, ironwood, liveoak, move earth, owl's wisdom (mass), repel wood, spellstaff, stone tell, summon nature's ally VI, transport via plants, wall of fire*

7th-level — *Animate plants, bind guardian, chain lightning, control weather, creeping doom, fire storm, flesh to stone, reincarnate, scrying (greater), summon nature's ally VII, stone to flesh, sunbeam, transmute metal to wood, true seeing, wind walk*

8th-level — *Animal shapes, earthquake, repel metal or stone, reverse gravity, summon nature's ally VIII, sunburst, whirlwind*

9th-level — *Antipathy, foresight, implosion, storm of vengeance, summon nature's ally IX, sympathy*

Druids and their allies take on a Dire Troll

MAKING THE BEST BETTER

By **Matt Wilson**, Privateer Press Creative Director

> To aim at excellence, our reputation, and friends, and all must be ventured; to aim at the average we run no risk and provide little service.
>
> —OLIVER GOLDSMITH

WARMACHINE
PRIME
REMIX
PRIVATEER PRESS
STEAM-POWERED MINIATURES COMBAT

WHY A REMIX?

Privateer Press was founded with a mission to create the highest quality products possible. To that end, we continually hone our skills, tune our process, and apply the lessons of our successes as well as mistakes to make each product we produce better than the last. After almost four years of making WARMACHINE, we have learned quite a bit. And while WARMACHINE is going along just fine as one of the most successful product lines released in the game industry over the past five years, we have a notion that we could make it even better.

Most importantly, we want to ensure that WARMACHINE players enjoy the best possible play environment. The play environment is the space where the global community of WARMACHINE players intersects to experience the game. In the confines of a local store or club, players will develop their own interpretations to rules or certain situations that players in another locale might interpret differently. A good play environment remains universally consistent, leaves no room for interpretation or disagreement, does not suffer imbalance from difficult recurring circumstances, and has a common language that everyone involved understands in the same way. The Prime Remix is not a new rules set, but rather a redrafting of the original concepts into a more clear, concise, and balanced document that improves an already very successful play environment.

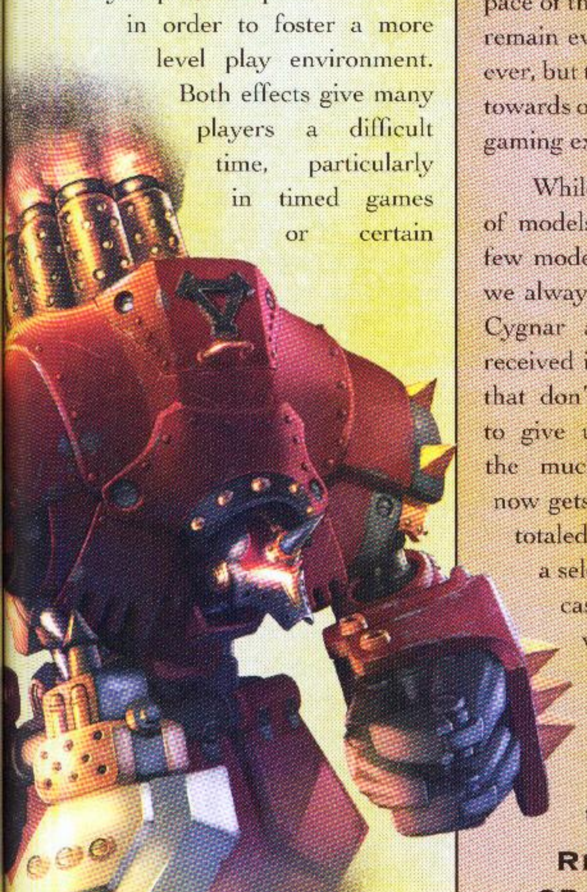
WHAT'S DIFFERENT ABOUT THE REMIX?

When you thumb through the Remix, the first and most obvious change you'll notice is that we have completely remastered the visuals. We incorporated full color artwork, a vibrant and accessible layout, with all of the things we've learned about making the utility of a book as user friendly as possible. We included all new fiction and revised material in the character and unit histories to bring them in line with our original vision for the setting.

The second significant change to the Prime Remix is that we have honed the rules set to razor sharpness. Four years has given us a lot of time to find weak spots, inconsistencies, contradictions, omissions, and all manner of tiny details that, while they may not crop up very often, detract from having as perfect a set of rules as we would like. The Remix also compiles all of the rules material from *Escalation*, *Apotheosis*, and *Superiority*, along with any errata to those rules and a complete errata and clarifications appendix for models not covered in Prime. The end result is a single, complete source for rules and any necessary errata in one tome. No need to carry multiple books. No need to tote along extra papers. The Prime Remix and your stat cards are all you need to reference rules.

The end result is a single, complete source for rules and any necessary errata in one tome. No need to carry multiple books. No need to tote along extra papers. The Prime Remix and your stat cards are all you need to reference rules.

In addition to rules polishing, we've made a few significant changes to individual models that we feel will bring an overall positive affect to the play environment. Countless conventions, tournaments, and forum threads have allowed us to observe interaction and trends in play, and clearly certain situations have continued to be a challenge for a majority of players to compete against. After a great deal of deliberation, playtesting, and consideration, we made adjustments to what we feel are the two most challenging model rules in the game—Kommander Sorscha's Feat, Icy Gaze, and Captain Haley's spell, Temporal Barrier—in order to foster a more level play environment. Both effects give many players a difficult time, particularly in timed games or certain objective based scenarios, leading to some frustration that we feel undermines our objectives for the play environment.



Icy Gaze now only affects models in Sorscha's line of sight. This allows opponents to utilize terrain and the formations of their models to defend against the effect. Temporal Barrier required a great deal of measuring and backtracking, particularly in large games, that squeezed the fun out of an otherwise fast paced and dynamic game. By limiting the spell's effect to only those models within the AOE at the time the spell is cast we can maintain the desired pace of the game. These characters remain every bit as competitive as ever, but the changes go a long way towards our ultimate goal of a great gaming experience for everyone.

While we tempered a couple of models, we also helped out a few models to reach the potential we always wanted for them. Both Cygnar and Khador mechaniks received improved Repair abilities that don't require affected 'jacks to give up their activation, and the much disparaged Repenter now gets to set things on fire. All totaled, we made changes to only a select few models, and in no case did we change point values. The Remix is not an overhaul of models, but rather a fine-tuning based on data collected from a great deal of field testing.

RISK VS. REWARD OR REMIX FTW

The changes in the Remix may shock some people. Others may find them obvious decisions we could have made a long time ago. In truth, the Remix has been in the works for over a year. These kinds of changes must be made slowly and methodically because the ramifications are risky at best–it's much easier to let issues go unaddressed. The Remix isn't a 'version 2' as we took the approach that if it ain't broke, don't fix it. The only impact on your game should be that things run smoother. WARMACHINE: Prime Remix both creates a level play environment and remains a perfect entry point for new players. We confidently stand behind the Remix as our best work to date, and if we've crossed our t's and dotted our i's in all the right places, it should remain the definitive rules source for steam powered combat for a long time to come.

CHANGES IN PRIME: REMIX

Haley

TEMPORAL BARRIER – Affects enemy models currently in Haley's control area.

Sentinel & Trencher Chain Gun Crew

AUTOMATIC FIRE – They both gain +2 on additional Strafe attack rolls.

Field Mechaniks

'JACK MARSHAL (1) – That's right. 'Jack Marshal, baby.

REPAIR [9] (DACTION) – Warjacks no longer forfeit their activation when repaired.

Sorscha

Icy Gaze – Only affects enemy models currently in Sorscha's LOS and control area.

Battle Mechaniks

'JACK MARSHAL (1) – You think these guys didn't get 'Jack Marshal too? Silly southerners.

REPAIR [7] (★ACTION) – The Motherland's 'jacks also get to activate after repairs.

Repenter

FLAME THROWER

FIRE – Target model hit by the Flame Thrower suffers Fire. Burn, heretic, burn.

FOUNDRY, FORGE, & CRUCIBLE

By **David Lyons** with **Kevin Clark** and **Doug Seacat**. Art by **Franz Vohwinkel** and **Andrew Arconti**

For thousands of years the blackclad druids of the Circle Orboros have drawn power from the wild places. The druids continue to rely on their ancient methods and tools to fight the rising tides of civilization. The druids are not alone in their ability to harness the spiritual power of natural places and imbue potent items with that power. Dhunian worshipers in wilderness regions have developed their own unique crafting and enchanting processes. The organized trollkin kriels possess the most potent of these items.

DRUID AND TROLLKIN GEAR

LIGHT ARMOR	COST	ARMOR BONUS	MAX DEX BONUS	ARMOR. CHK. PEN.	ARCANE SPELL FAILURE CHANCE	SPEED	WEIGHT
Armor of Orboros	110 gp	+4	+3	-1	20%	30 ft./20 ft.	20 lbs.

ARMOR OF ORBOROS

Armor of Orboros begins with the dark robes that mark a blackclad, and adds layers of toughened leather beneath to help protect vital areas. Most pieces include a short leather vest or a thick belt combined with a skirt or leather strips woven into leggings. Metal plates—often thin layers of bronze—grant additional protection and result in armor similar to, but lighter and more mobile than, that worn by the Wolves of Orboros. Individual druids customize their armor over time with specific enchantments. Any individual wearing such armor is presumed to be a druid. Non-druids wearing Armor of Orboros suffer the Superstitious Dread penalty, and are likely to be recognized by other druids as imposters and dealt with accordingly.

OVERSEER ARMOR

Overseer Armor is an enchanted and powerful example of Armor of Orboros worn by those who have achieved the rank of "Overseer" within the Circle. The armor worn by druids of this rank has more elaborate decorations and additional runes and sigils to bear greater enchantments. The armor always has the symbol of Orboros present somewhere, often on the cloak clasp or metal plates adorning the belt.

All Overseer Armor is +3 Armor of Orboros with *improved shadow* and *improved silent moves*. Some overseers add additional enchantments to suit their specific needs, such as *longstrider, greater cold resistance, greater electricity resistance*, or *greater fire resistance*.

WEAPONS OF ORBOROS

DRUID VOULGE

While many druids are content to wield iron or bronze-shod staves, others prefer to utilize tempered wooden voulges. These consist of a heavy wooden blade similar to an axe carved into a length of stout wood, preferably oak. Low ranking druids rarely wield enchanted voulges, but those carried by higher ranks often have magical enhancements. Overseers and higher may boast weapons of greater powers, including properties such as *anarchic, bane (humanoid), shock, shocking burst, thundering,* or *vicious.*

Two Handed Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
Druid Voulge	15 gp	1d10	1d12	x3	–	10 lbs.	Slashing or bludgeoning

Materials of the Circle Orboros

While druids regularly utilize metal weapons and armor, they often prefer readily available materials from the wilds shaped without the need of forge or foundry. The druids rely on ancient crafting techniques thousands of years old. Their power over natural forces lets them craft viable weapons from bone, wood, or stone using only knives, chisels, and hammers. In some instances these materials respond more readily to later druidic enchantments than iron and steel.

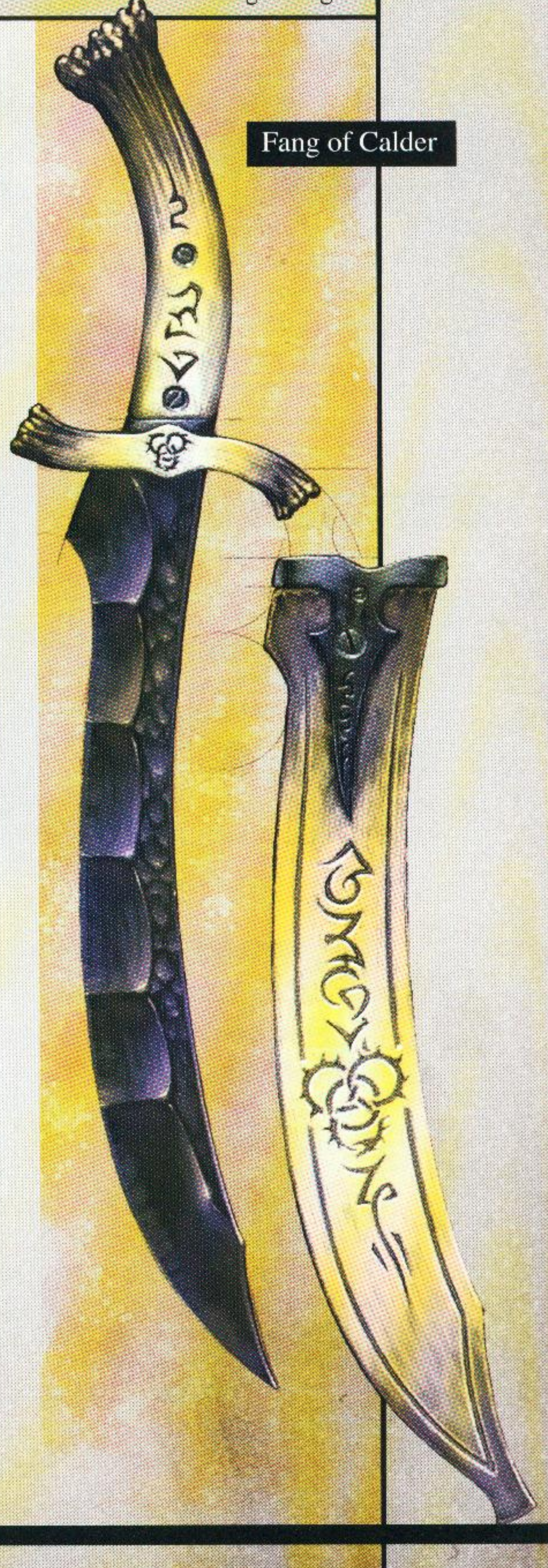
Circle Orboros Feat

Druidic Tempering [Society]

Druids of the Circle Orboros have developed techniques to provide bone, wood, or stone weapons and armor with metal-like ductility, durability, and hardness. Though a mystical transmutation process the resulting item is not considered enchanted and does not detect as magical. In some cases druids may use item creation feats to enchant these weapons or armor.

Prerequisites: Craft (bonecarving, woodworking, or stoneworking) 5 ranks and Earth Shaper Initiate society feat (see "The Wilding Way" page 64).

Benefit: This feat allows a druid to craft non-magical weapons and armor from bone, wood, and stone. They may use the appropriate craft skill (bonecarving, woodworking, or stoneworking) in place of weaponsmithing or armorsmithing. Items created using Druidic Tempering gain the hardness, hit points, and weight of their normal counterparts. For example, a stone great sword will use a normal great sword's weapon type and damage. They are otherwise identical in all ways to their normal counterparts. Use the normal counterpart's price to determine the cost of materials and the crafting time. Outside the Circle Orboros these items are rare and unusual, and might sell as objects of art or curiosity for 2x to 5x their actual value.



Fang of Calder

FANG OF CALDER

This slightly curved ritual blade ranks among the more ancient and dark weapons of the Circle Orboros. An obsidian relic passed down since the time of the Molgur, its volcanic glass sharper than the finest steel, set within an antler hilt, and kept in a sheath of bone, the Fang traces its history back to the earliest druids of the order. The Fang has ritually ended the lives of uncounted thousands over centuries of bloodletting in dark sacrificial rites to appease the Devourer Wurm and strengthen the body of Orboros on the blood of enemies of the wild. The weapon has taken on power of its own drawn from the life force of its victims and tied to the unchanging cycle of the moon Calder.

While some druids frown on its use as a remnant of barbaric times, others embrace its power and the need to ritually spill the blood of those standing in the way of the Circle. Rumor persists it may have greater powers tied to rare and obscure astronomical conjunctions. A special conjunction of the Eye of the Wurm with the three moons of Caen will occur in 608 AR. At this time inheritors of the blade plan to conduct a special rite they hope will unlock its full potential.

The Fang of Calder is a +4 *keen short sword of bloodletting.* Bloodletting deals an additional 2d6 damage on a critical hit. The wielder gains temporary hit points equal to this additional damage. This additional damage cannot exceed the subject's current hit points +10. Temporary hit points disappear one hour later. The weapon temporarily loses all magical abilities if a new moon of Calder passes without the weapon being used to sacrificially kill a humanoid target at either a Circle Orboros ceremonial ring or a site sacred to the Devourer Wurm. A single sacrifice restores the blade's powers no matter how long it has lain dormant.

When Calder is near full—three days every month—the obsidian blade can cast *greater scrying* (DC 20 to negate) once per day on a pool of freshly spilled blood. This scrying lasts for up to an hour. If Calder is reflected in the pool it imposes a -5 Will save penalty to the subject. If the Fang of Calder has ever damaged the subject this Will save penalty increases to -10.

Strong necromancy; CL 20th; Weight 2 lb.

NATURAL AMULETS AND TALISMANS

Both druids of Orboros and Dhunians use runic talismans for protection and power. Constructed from metal, wood, or bone and engraved with runes of power, these talismans commonly hang from belts, loops, chains, or armor. Not all of these runes hold magical power. Ancestral jewelry or decorative marks of station commonly sit alongside runes of power as each is valued for purely symbolic reasons.

Druids and Dhunian clerics create magic items like rings, belts, bracers, gloves, amulets, and periapts as runic talismans instead of the typical description of these items. Runic talismans worn on a body location preclude the wearing of other magic items in that location. For example a talisman affixed to a belt takes the slot of a magical belt, or talismans tied to the wrists of their user take the place of bracers. These talismans are created with the Craft Wondrous Item feat. Talismans attached to an item, like a belt, are done so permanently during the creation process and cannot be later swapped to a different item without destroying its enchantment.

Trollkin talismans often consist of multiple plates of metal or stone tied together on necklaces or chains, sometimes including the names of significant ancestors. Druid amulets usually consist of single pieces of stone or bone bearing one or more runes or ceremonial decorations.

RUNE BELT OF MARGOR

The trollkin of the Scarsfell Forest in Khador crafted this belt centuries ago to serve a great hunter among the Margor kriel. Constructed of thick leather and covered with iron plates, the belt has several large runes carved into each plate of metal. The belt grants a +5 competence bonus to Hide, Move Silently, and Survival checks while also increasing the wearer's base speed by 10 feet.

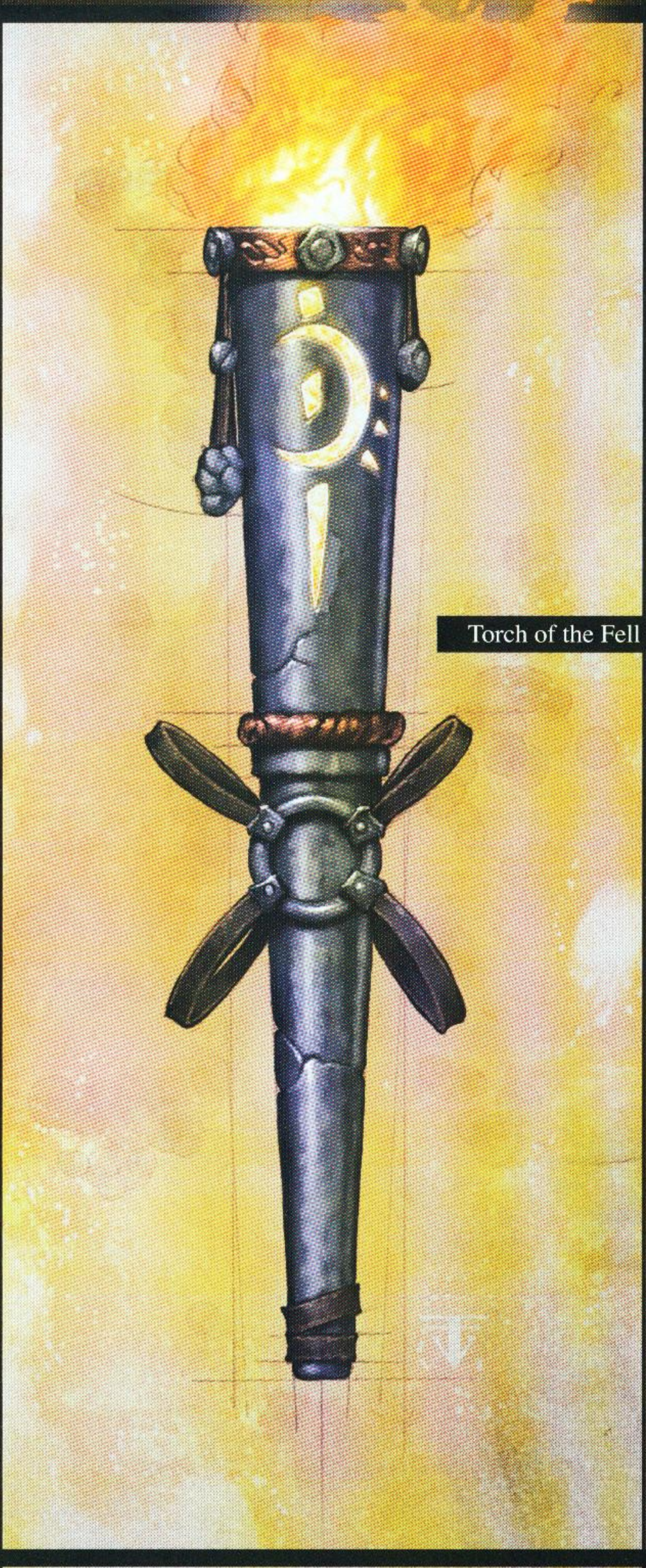
Faint transmutation; CL 5th; Craft Wondrous Item, *cat's grace, owl's wisdom*; Price 9,500 gp; Weight 8 lb.

TORCH OF THE FELL CALLER

Wilderness trollkin kriels have a long-standing tradition of carrying a great torch into major battles to light the way for the warriors to follow and inspire them to heroics. These torches last saw wide use during the Trollkin Wars. The Cygnaran Army and others recognized them as harbingers of bloody battles against these brave trollkin. Only worthy fell callers who have fought in the defense of their kriels may bear these symbols. These massive and cumbersome stone torches contain a brazier to fire flammable materials and long burning oils. When strapped to a fell caller and lit before battle such torches become a beacon and rallying point.

Ancestral runes and Dhunian blessings cover the surfaces of these torches. The sight of a fell caller's torch worn by a trollkin grants allied trollkin within 40 feet a +2 circumstance bonus to saving throws against fear. Additionally, when the wearer uses a fell call to Inspire Courage or Fell Call, the torch increases the morale bonuses to +2 and morale penalties to -2 for the duration of the fell call. Fell caller torches only grant these bonuses while lit. A stone torch weighs 70 pounds, holds three pints of oil, and burns for up to 10 hours. Wearing a fell caller' torch takes up a robe slot.

Faint enchantment; CL 6th; Craft Wondrous Item, creator must be a trollkin, *bane, bless*; Cost 4,000 gp; Weight 70 lb.



Torch of the Fell Caller

INSIDE THE OFFICIAL WARMACHINE LEAGUE

Report By Nathan Letsigner

FOUR SEASONS OF LEAGUES IN 2007

This January is about to heat up as the WARMACHINE League hits your game store. If you enjoy adapting to new battlefield challenges, meeting hard fights head on, and playing often, then this League is going to be more fun than a bag of live shells and a nine-pound hammer.

For full details on the rules or how to start a league you should visit our league support site at ***leagues.privateerpress.com.***

HOW IT WORKS

The 2007 WARMACHINE league is divided into four 6-week seasons where players challenge each other though a series of games. A league is ideal for a local community of players of eight or more that can meet regularly. Players divide up into teams representing a single faction and play opponents from rival teams. A player scores League Points for each game they play. A player's League Point total determines their placement on the League scoreboard, the Ladder. At the end of the season the highest scoring player and team are determined and prizes awarded. Then after a few weeks break the next season begins with all new scenarios, Weather Effects, Bounties, and other league features.

WARMACHINE League Nights

For your games to count toward league play you need to play them at your League Venue. The Venue is the place hosting the League, generally a hobby store or game club.

A store sponsoring a League should have League nights set aside specifically to encourage League play.

Scenario Terrain Needed

The Winter League scenarios have a number of terrain feature requirements. The following list includes the terrain features mandated by this season's scenarios:

One (1) 12" diameter hill.
One (1) 3" x 24" river.
One (1) 12" frozen water terrain feature.
One (1) 12" forest.
Two (2) 5" x 16" crescent shaped hills.
Four (4) 8" diameter hills.
Six (6) 4" diameter forests.
Nine (9) 3" diameter forests.

GET THE WEEKLY DISPATCH!

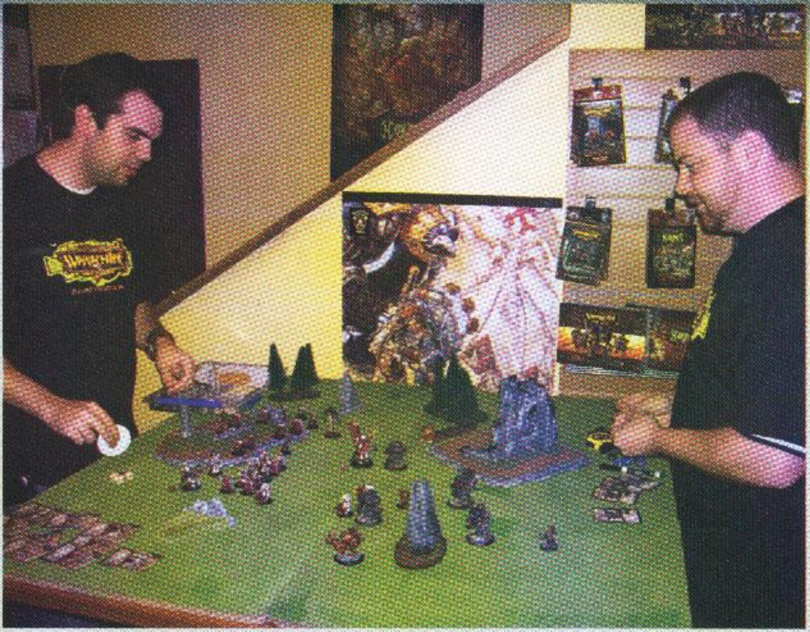
Each week Privateer Press will supply you with the conditions of the battlefield at the Weekly Dispatch league website, **dispatch.privateerpress.com**. Visit often to get details including scenarios, weather conditions, and several new features for your league games.

HOW DO I GET INVOLVED?

Ask fellow players or your local game store to find out if you area has a league. If not, visit leagues.privateerpress.com for details on starting a league in your area.

PREPARING FOR LEAGUE PLAY

A League Organizer runs each league. Usually a store employee or a Press Ganger sets up and maintains a league but anyone can act as your Organizer. When selecting an Organizer choose someone responsible, knowledgeable about the rules, and willing to not participate in order to preserve his impartiality.



The league support site has more details on becoming an Organizer.

After you have an Organizer, you need plenty of players. Advertise at your store and do all you can to find new players; the more people that play the more fun everyone will have.

LEAGUE FEATURES:

The WARMACHINE League makes use of rules found in WARMACHINE: Prime Remix like Attrition, warjack Bonding, and interactive terrain. You also use some great features only found in the League format such as Weather Effects, Bounties, Boasts, Mercenary Options, and custom scenarios. Let's take a look at them:

WEATHER EFFECTS

Each week the weather changes as you carve your bloody path to victory. The grey skies and cold winds of winter firmly grip the battlefield in the first season. Each week, before games are played, the week's Weather Effect will be announced. All games that week are affected by that week's Weather Effects. Don't want play in the snow? If both players agree then their armies can wait out the weather but don't expect your opponent to wait when the winds of war blow his way.

Sample Weather Effect: Blizzard

Beginning on the second round, each player places one (1) 3" diameter snowdrift terrain feature at the start of his Maintenance Phase. The snowdrift may be placed anywhere on the table. When a player places a snowdrift, his opponent may immediately move it up to 5" in any direction. Snowdrift terrain features are rough terrain and provide concealment to a model with any part of its base inside the perimeter. Snowdrifts do not block LOS.

BOUNTIES

Bounties are one of the most exciting features of the WARMACHINE league. A bounty is a challenging goal that, if met in the game, will net you bonus League Points even if you lose the game. Each week Privateer Press issues new bounties to every faction against an opposing faction. Moreover, your faction's bounty lasts the whole week so the more you play the more bounties you can capture and the more bonus Points you can attain.

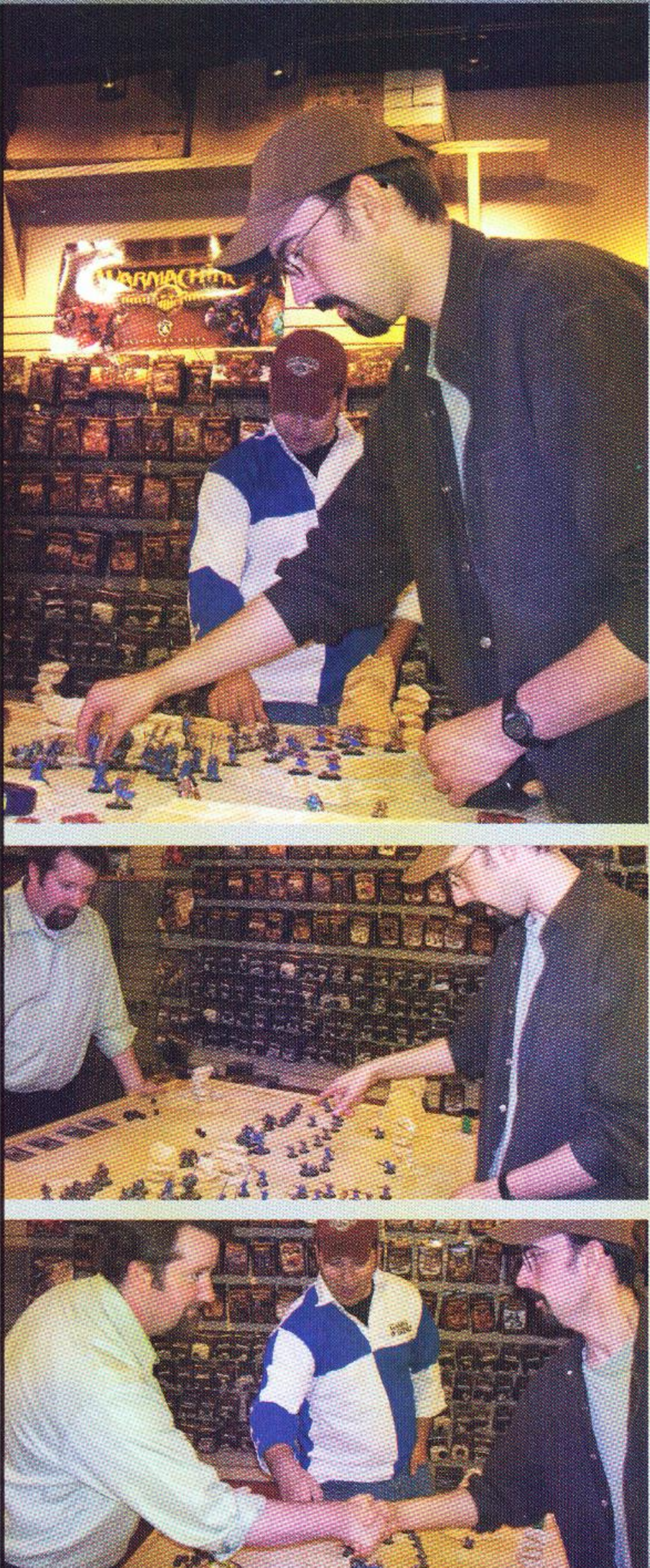
Expect lots of challenges from players trying to win Bounties when they have your faction in their sights! You have plenty of chances to take them down a notch or two, including the next feature called Boasts.

Sample Faction Bounty: Reconnoiter

When playing a game this week against a player on a Cygnar team, a Cryx player scores two (2) additional League Points if his warcaster enters his opponent's deployment zone.

BOASTS

Last night you said you could take those Cygnarans with one arm tied behind your back, fielding only warjacks, and not even using



Prizes

Every league ends with prizes going to the winners. Participating in the whole league season earns you recognition; after all you just fought a war! How much and how well you fought gains you greater rewards.

A League Patch For Every Year At War

The first time a player participates in a full season of a WARMACHINE League he receives a participation patch for that year. Every year has its own design.

A League Patch For Every Season Survived

Every season comes with additional patches added to the participation patch to complete that year's design. Only by participating in all four season in a given year can you complete that year's entire design.

A Little Bling to Brag About Your Achievements

At the end of the League players receive achievement pins to add to their patch to mark their accomplishments during the League. It's a little bling to distinguish your valor and skill on the battlefield.

Champion Pin

The player at the top of the Ladder at the end of the League is the league champion and receives a pin to prove it.

Winning Team Pin

At the end of the League, the League Points scored by all players on a team are added together. The team with the highest total number of League Points wins. Each member of the team receives a winning team pin.

Unstoppable Award Pin

The player who played the most games during the season wins the Unstoppable Award pin for his efforts.

Tactician Award Pin

The player who scored the most League Points for Faction Bounties wins the Tactician Award pin.

Additional Awards

League Organizers should work with their League Venue to create additional awards for their league members. Creating your own trophies for the winning team is great and a common practice for many gaming groups. Some teams even make awards for MVP of their team. League Organizers are known to award a new pair of dice to the lowest player on the ladder.

The No Quarter Trophy Challenge

Creating additional awards really personalizes your league. If your group makes a custom trophy we want to know about it. Your challenge: create a custom trophy for your league and send the photo and info to **submissions@privateerpress.com** with the subject line "No Quarter Trophy Challenge". The staff of No Quarter will select a winner at the end of the season and award a special prize to the entire league!

your feat. Can you do even one of those things, or was that the pints talking?

Players make boasts before the start of a game and this allows a player to voluntarily restrict his play choices in order to win additional League Points. Unlike Bounties you have to pull off a win in order to get your Points and have something to brag about after the game.

The best answer to an opponent's boast? A boast of your own of course!

Sample Boast
By the Numbers

The player making this boast loses the game if he destroys his opponent's last warcaster before succeeding in the primary victory condition outlined in the scenario. If his opponent destroys his own warcaster, the boasting player wins normally.

THE MERCENARY OPTION

The WARMACHINE league focuses on the conflict between the four factions. Players of cutthroats and sell-swords will have to take up sides, often pitting themselves against fellow mercs bought by another faction. Mercenaries, even those composing an entire army, fight for someone. A player on a team can play a mercenary army instead of a faction army by choosing a Mercenary Contract suited to the team's faction.

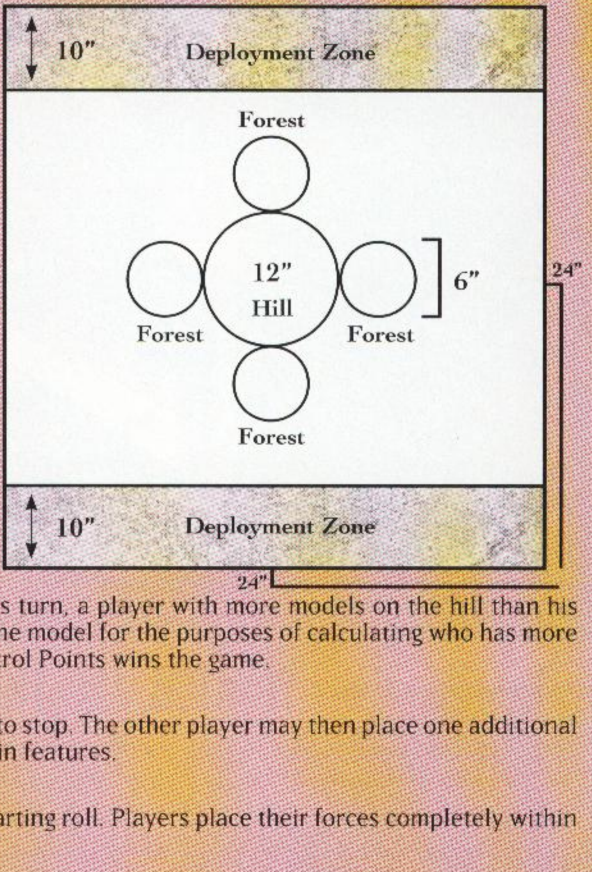
For example, a player on a Cryx team could choose to field a mercenary army using the Four Star Syndicate or Magnus' Agenda contracts. A player need not play a mercenary army through the entire season. It is merely one of the army composition options when you decide to join battle each game.

Contract	Cryx	Cygnar	Khador	Protectorate
Four Star Syndicate	Yes	No	Yes	Yes
High Born Covenant	No	Yes	No	Yes
Magnus' Agenda	Yes	No	Yes	Yes
Searforge Commission	No	Yes	Yes	No

SAMPLE WINTER LEAGUE SCENARIO

Copse Full of Corpses

We included this scenario from the Winter Season to give you a taste of league play. You may recognize it as a variation on King of the Hill with some specifically placed forests. Couple this with the earlier sample Weather Effect and Bounty, and perhaps a Boast of your own, and you get a game like you've never played before. This gives you an idea of how each week's Weather Effects, Bounties, and Scenarios keep play fresh and challenging throughout the league season.



Description

Two rival forces battle for control of a hill in the middle of a forest glen.

Special Rules

See the map. Place a 12" diameter hill in the center of the table. Place four (4) 4" forests around the hill as shown on the map.

A player scores Control Points by having more models on the hill than his opponent. At the end of each player's turn, a player with more models on the hill than his opponent scores one (1) Control Point. A unit counts as one model for the purposes of calculating who has more models on the hill. The first player to reach three (3) Control Points wins the game.

Set Up

Players take turns placing terrain until one player wishes to stop. The other player may then place one additional piece. Each player must place a minimum of two (2) terrain features.

Beginning

Determine deployment and turn order with a standard starting roll. Players place their forces completely within 10" of the table's edge.

Victory Conditions

The first player to score three (3) Control Points scores a primary victory condition and wins the game.

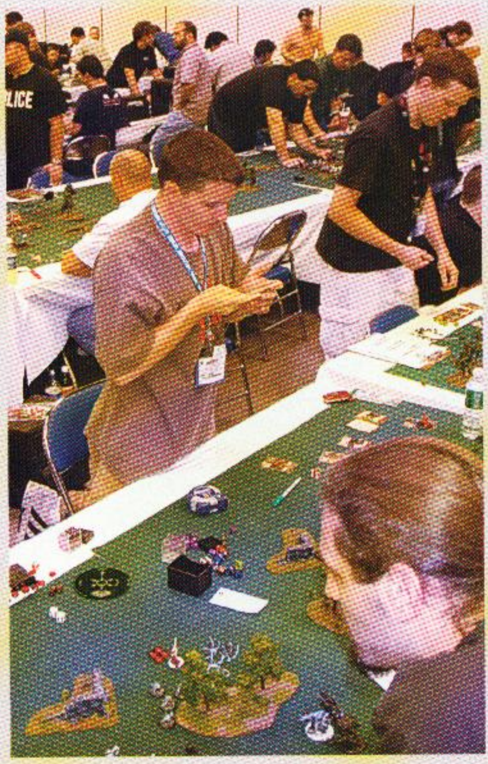
A player wins if his opponent no longer has any warcasters in play. If time runs out before one player has won, the player with the most Control Points wins. In case of a tie, the player with the most Victory Points wins.

US NATIONALS RESULTS

INTERVIEWS WITH THE TOP 5 PLAYERS AS THEY BEGIN THE TRAIL OF CHAMPIONS

Report By Nathan Letsigner

At Gen Con Indy this fall Privateer Press hosted the WARMACHINE: Steamroller National Open. The first round series of 750 point metal grinding battles determined the eight players who slugged it out over three rounds at 1000 points in the next day's battle for the championship. With glory comes fame and we interviewed the top 5 players for No Quarter Magazine in a segment we call the Trail of Champions. In this installment we will look at the final championship match and talk to the other champions as they begin their journey to next year's competition.



WHAT IS THE TRAIL OF CHAMPIONS?

We will follow the progress of the top five players from the 2006 US Nationals as they gear up for next year's tournament at Gen Con Indy. We will supply them with the models to create 1000 point fully painted armies to their specifications, discuss their army building strategies, and hear battle reports on their trail to the 2007 competition. Find out what it takes to be the best of the best.

Introducing The Champions

Placing	2006 winning army	2007 army choice
Justin Herring	Cryx	Khador
Adam Poirier	Khador	Cygnar
Duane Boyd	Khador	Mercenaries
David Carl	Khador	Cryx
BA Sparks	Cryx	Protectorate of Menoth

US NATIONALS: THE BATTLE FOR THE CHAMPIONSHIP

Justin Herring (Cryx) Vs. Adam Poinier (Khador)
Scenario: Pendulum

The final match was a fast and fierce battle between Justin Herring from Washington DC, and Adam Poirier of southern California. This game came incredibly close and drew a crowd of other players. The Pendulum scenario awards Control Points to the player with models across the midpoint of the board without enemies on his half. A match-up of a blindingly fast Cryx army and a movement-denial force lead by Sorscha and the Old Witch made this an exciting game.

Justin won the starting roll and chose to go second. He came to regret that choice as Adam's Khadorans moved with frightening speed toward the center of the battlefield. The Old Witch delivered the Scrapjack 22" deep into the board using Unseen Path, and then centered her feat, Field of Talons, on the Scrapjack. This ensured that any step would prove painful if not fatal for the lightly armored Cryx and practically pinned them in their deployment area. Though taking a great risk advancing like that, with the proper combination of Sorscha's and the Old Witch's feats Adam's army stood poised to race across the midpoint, grab a Control Point, and take the fight to Cryx. On Justin's first turn the Cryxians held their ground except for a few units moving around the edge of the Field of Talons. Goreshade also cast Mage Blight which proved an excellent choice for what happened next.

The next round Sorscha advanced to the hill in the center of the board intent on raining down hell and then Wind Rushing to safety. Adam recognized his mistake too late. With Sorscha caught in the Bastard's Mage Blight her feat and spells would not save her. Now came Cryx's revenge. After spells and ranged attacks from a total of 15 models, most of which missed, Justin managed to suck every ounce of Sorscha's blood with Goreshade's Bleed. Seizing his chance to pull out a win, Croe's Cutthroats ran across the center line of the board to give Justin a Control Point. As time ran out that single Point gave Justin the win.

Adam Poirier's Army List

Kommander Sorscha
Old Witch of Khador
Scrapjack
Eiryss
Alexia and the Risen
Iron Fang Uhlan x 3
Widowmaker unit
Gorman di Wulfe
Behemoth
Kovnick
Destroyers x2
Iron Fang Pikemen Unit (8)
Iron Fang unit attachment

We will hear more from Justin and Adam in future installments of Trail of Champions.

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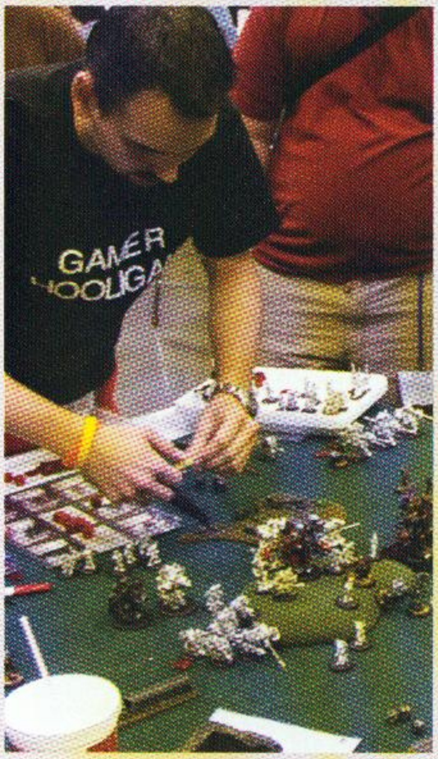
Justin Herring's Army List

Goreshade the Bastard
Warwitch Deneghra
Nightwretch x5
Skarlock x2
Pistol Wraith x4
Bile Thrall unit
Croe's Cutthroats
Ogrun Bokur x2
Gorman Di Wulfe
Tartarus



DUANE BOYD: THANK MORROW FOR HAND CANNONS

Duane Boyd started his WARMACHINE experience with the release of Escalation. We spoke to Duane about the tactics that got him to the top 8.

NQM: You mentioned the competition was fierce and the game that qualified you for the top 8 was particularly close.

Duane: Skeleton Key Ed, from the Privateer Press forums, was the best Cryx player I have ever played. His use of the Coven during the first day forced me to retreat and regroup for the first time ever in any war game. He should have been in the top 8.

NQM: How did you pull off the win?

Duane: It was actually Sorscha's hand cannon and the Iron Fang Uhlans charging over rough terrain to kill the Coven that brought me back from the brink.

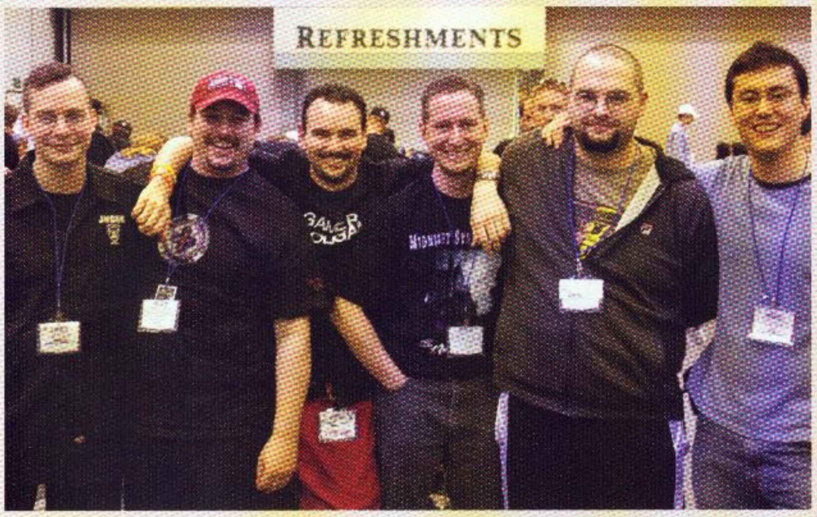
NQM: What is the strategy behind your Khador list?

Duane: Widowmakers, the manhunter, Doom Reavers, Eiryss, and an ogrun Bokur go a long way to tying up your enemy's forces while you advance. Killing key elements of his force will slow him down. Anytime I run Sorscha Kovniks always marshal all my 'jacks. This is not optional.

NQM: Any tactics advice for those hoping to compete?

Duane: I cannot stress enough how important it is to know your opponent's forces and combos. You should know when your opponent makes a tactical mistake before he does. Then make him pay for it dearly.

NQM: Spoken like a true Khadoran. You will be building a mercenary army for next year. Tell us what you have planned. What mercenary contracts are you contemplating?



Duane: I have some mercs but I typically run them to compliment my factions. I will probably run Epic Magnus for 750 and the Searforge Commission for 1000 points. Almost six full units of Hammerfall High Shields and six ogrun Bokurs, all advanced deployed, FTW!!! I like Magnus' Agenda. I hate those Cygnar dogs but have always been partial to Trenchers. Epic Magnus with Bullet Dodger and screened by a Vanguard has a DEF vs. ranged attacks comparable to Sorscha when she Wind Rushes.

NQM: So you I guess you are not a Leto fan? You think Magnus has got the right of it?

Duane: Magnus is right!

We will study the Searforge Commission army in a future issue.

Day 1 Army Lists

Kommander Sorscha
Kovnik
Destroyer
Berserker
Iron Fang Uhlan unit
Widowmaker unit
Doom Reavers unit
Ogrun Bokur
Manhunter
Eiryss
Winter Guard Mortar Crew x2

(Add 5 points to play
Vlad for the second list.)

DAVID "DC" CARL: LIFE IS BETTER WITH WITCHBARBS

David Carl began playing WARMACHINE in the summer of 2003 after Deneghra Dark Seduced him in a demo. He claims that the cinematic feel of the game and the unique concept of the warcaster and battlegroup brought him in, but we think he is a sucker for pretty girls with witchbarbs.

Active in the WARMACHINE community, DC joined the Press Gang and runs tournaments in the St. Louis area. He also regularly contributes to this magazine. Gen Con is one of the few places that our volunteers have a chance to enter competitions. DC will share his thoughts on army building for WARMACHINE in a future issue, but we spoke to him about it and his plans for next year.

NQM: You have played at every major WARMACHINE tournament at Gen Con over the last three years. Any tips for new players looking to build a successful competitive army?

DC: Balance is key – balance between warjacks and troops, balance between anti-armor and anti-infantry, balance between ranged and melee, balance between a fast-hitting front line and a hard-hitting second wave. Any time you put all your eggs in one basket you really open yourself to a bad match-up. I've seen Cygnar all-range armies curl up and die to Safe Passage or Protectorate infantry swarms die in droves to bile thralls or Cryx assassin lists look at two Devouts and cry. Over-reliance on any one tactic is a huge roll of the dice. I prefer to cover over potential weaknesses as thoroughly as possible.

NQM: You will be building a Cryx army for next year. What insight can you give us about that?

DC: Cryx is my first love so I'm pretty excited. I find very few things in the game more satisfying than driving a chainsaw into Sorscha's prone body.

As far as 'casters go I started with Deneghra. She'll always have a special place in my heart, but I like all of them really. As for other models, Tartarus is a must-take. His CMD 9 minimizes the chances of my army fighting for Alexia instead of me. Bile thralls are an easy choice – their cost is low, and their effectiveness is high.

Justin takes home the trophy

DC's Nationals Day 2 Most Used Army List

Kommander Sorscha
Vlad the Dark Champion
Kovnik
Devastator
Manhunter x 2
Ogrun Bokur x 4
Eiryss
Alexia and the Risen
Man-O-War Demolition Corps (5)
Iron Fang Uhlans(5)
Widowmaker Units x2
Winter Guard Mortar Crews x3

NQM: Anything else from *Superiority* catching your eye?

DC: I'm looking most closely at the Helldiver. With Cryx's combination of buffs and de-buffs P+S 13 can be pretty nice especially if it pops up behind an enemy for a back strike bonus. I may be adding a Brute Thrall or two into the mix as well.

We will have more Cryx army building strategy in a future Trail of Champions.

BA SPARKS: READY TO BURN THE OPPOSITION

BA traveled from Washington state to compete in the US Nationals. BA told us that he prefers 'jack heavy Cryx armies supported by troops. His battle report of both days is available in the battle report forum in the Community section. We spoke to him about his love a certain Satyxis pirate captain and his plans for firing up the competition next year.

NQM: I see you chose the epic version of Skarre for your most used list. She was released for the first time the weekend of the Nationals. How did adding her to your list affect your play?

BA: Epic Skarre played like a dream, not much more I could ask for in a warcaster. Though you need a little finesse to enable her to dish out some offensive spell damage. Her abilities and support spells enhance your entire army and not just her attacks, and that goes a long way in my book. Units many people consider fodder to sneak in arc nodes suddenly become exceptionally deadly and harder to kill.

NQM: After reading *Superiority*, what are your plans for your army for next year?

BA: After really digging though *Superiority* I have decided what I am actually planning on running. It is an epic Feora and Durgen Madhammer army. Half of WARMACHINE is painting and converting models, so I wanted to build a highly effective army with a good diversity of looks, functionality and fun factor. I have build some brutal tactics around my new list and like to think it has the ability to stand up to anything. It is built for its ability to inflict lots of damage and flexible enough for any objectives in a scenario.

Is this a winning army? We will find out in a battle report of BA's army in a future Trail of Champions.

BA's new Protectorate of Menoth army

Feora, Priestess of the Flame
Durgen Madhammer
Grundback Blaster x2
Castigator x2
Redeemer
Daughters of the Flame x2
Flameguard (10)
Flameguard Unit Attachment
Exemplar Venger Cavalry (5)
Covenant of Menoth
Reclaimers x2
Choir unit
Wrack x2

BA's Nationals Day 2 Prefered Army List

Skarre Ravenmane,
Queen of the Broken Coast
Witch Coven of GharlgastSkarlock
Deathripper x4
Nightwretch x2
Stalker x2
Satyxis Raiders unit (8) x2
Bane Knight unit (8)
Revenant Crew of the Atramentous (10)
Tartarus

FOR FAITH AND VALOR

FORCE COMPOSITION & STRATEGY TIPS FOR SPECIAL FORCES UNITS

The article "Special Forces" from the previous issue highlighted four elite, themed units that you could use to build your army. Now staffers Alex Badion and Kevin Clark give us some tips on how to build an army using the Special Forces rules, along with some strategic tricks to get the most out of your 16th 'Storm Knights' Division or Umber Guard.

The 16th 'Storm Knights' Division

Alex Badion

The 16th Storm Knights division Special Forces rules allow you a great deal of additional tactical options. Playing with three Stormclads or three units of Stormblades (or both) opens plenty of new doors for you to exploit, and the extra field allowance is the least of the benefits.

Both Field Promotion and Insulation are most effectively used with Stormguard. They are your lever to move the world, and, if the correct force is applied, they will every time. The Stormguard sergeant is one of the more dangerous unit leaders for Cygnar. Not only does he have a higher weapon POW, but he is also the only model in the unit with a ranged attack. The most important thing to consider is that Field Promotion lets the sergeant lead from the front to give the Electrical Discharge a longer effective range without sacrificing the unit's effectiveness if he is killed.

INSULATION

Insulation does not stop Electro Leap from hitting friendly models, but it prevents your own models from taking damage. So who cares? Feel free to go right for the throat without second-guessing yourself about the placement of your models. The Insulation ability lets Stormguard work in close proximity to numerous other units without fear. Cygnar has several effects that arc automatically and can affect friendly models, such as the Stormclad's Chain Reaction, and Insulation removes this danger.

WARCASTERS

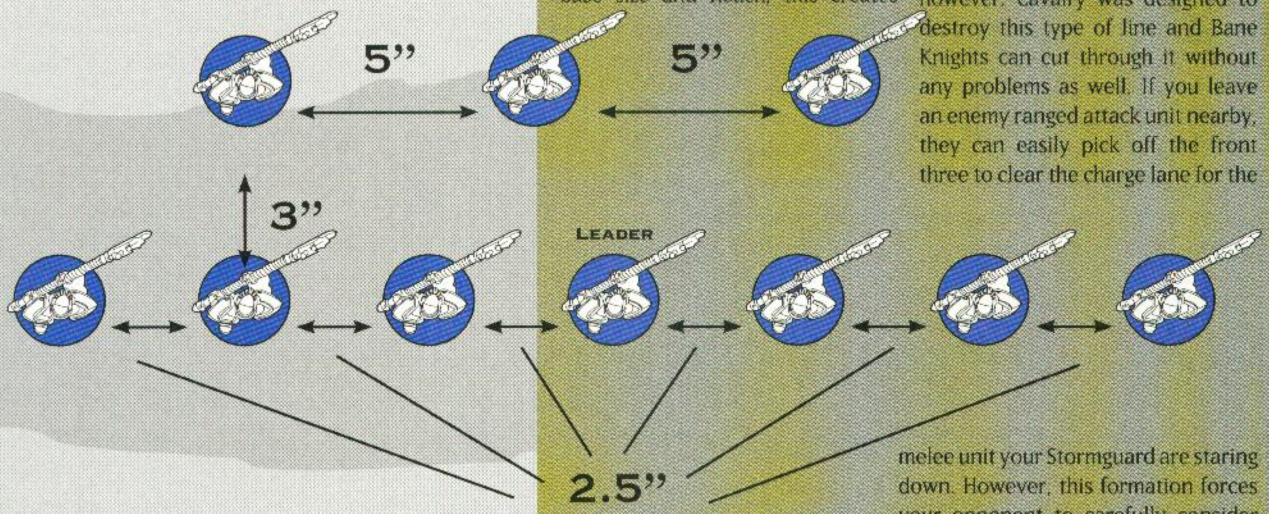
The list works amazingly well with Lord Commander Stryker. Even without the Special Forces rules, Stryker's epic version blends beautifully with the different parts of this army. That said, the other warcaster choices from the list can make this army perform like a trained seal.

When using a warcaster with a different attack paradigm than the majority of the army, the warcaster becomes either a "machine gun emplacement" or a "sniper". Major Markus 'Siege' Brisbane uses ranged and magic attacks to eliminate targets like bile thralls that pose a serious threat to your melee oriented army, kill distant models holding objectives, or destroy stalling targets covering your enemy's more vulnerable or important models.

A warcaster like Caine will use all the melee action as cover to get into position to attack the enemy warcaster. Being in melee not only raises DEF against ranged attacks, but it means that enemy movement will also be hampered by model placement and free strike threats. For Lt. Caine, having melee troops around to eliminate models engaging him makes it easier to use Flash. Cygnaran melee troops are very well equipped to take care of themselves. All Storm Knight units come with a high MAT and POW. Sword Knight units can easily get their MAT and POW very high with a 'jack nearby.

The last thing to consider is that with the exception of Sword Knights, every Cygnaran unit possesses a ranged attack of some kind. A warcaster like Commander Coleman Stryker can be just as effective, if not more so, with a unit of Stormblades as with a unit of long gunners. This makes the army extremely flexible and adaptable. It is nice to have your melee units charge the enemy and get engaged, but dead is dead and a win is a win. If Sniped storm glaive fire gives you the win, take it.

STORMGUARD DIAGRAM SETUP
ALEX BADION



This diagram illustrates a sample formation using the strength of the Stormguard. The three troopers in front are sacrifices to make sure the enemy cannot charge past them into the rest of the squad. Including their base size and Reach, this creates an effective 17" line that the enemy cannot cross without drawing a free strike, and most troops cannot survive free strikes from a Stormguard.

It does have weaknesses, however. Cavalry was designed to destroy this type of line and Bane Knights can cut through it without any problems as well. If you leave an enemy ranged attack unit nearby, they can easily pick off the front three to clear the charge lane for the melee unit your Stormguard are staring down. However, this formation forces your opponent to carefully consider the order of their activations.

The Umber Guard

Kevin Clark

All Flameguard, all the time. What more do you want? A Choir of Menoth, that's what. They give us the edge our faith deserves. All the comments you see here assume that you will bring at least one unit of Choir of Menoth. Let's look at some of what you can do with the glory of this Special Forces list.

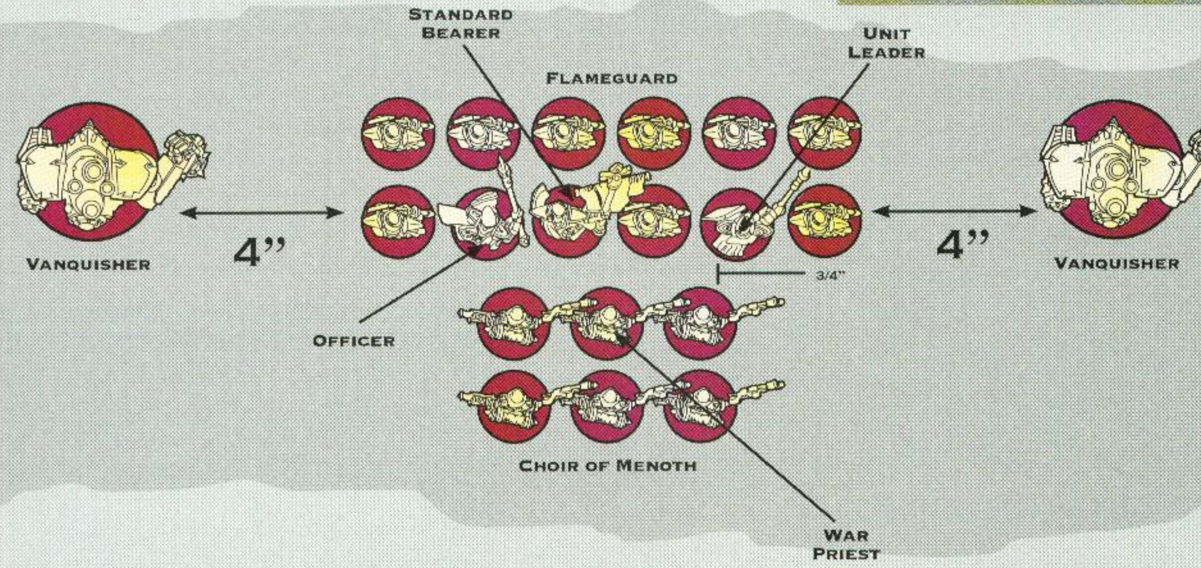
WARCASTER SELECTION

Warcasters determine how an army plays. All of the choices for this list bring a lot of power, but my top two warcaster choices for the Umber Guard are:

Feora—The Priestess of the Flame first and foremost. Six focus means that she usually has to carefully balance handing it out to 'jacks and using it herself. 'Jack Marshal lets you bring a lot of 'jacks to the table and give Feora all the focus she needs to be a roving kill stick. I like her in

DIAGRAM FOR SPECIAL FORCES UMBER GUARD
KEVIN CLARK

This is an example of a strong starting formation. It provides you with a very strong center or flank for your army, and delivers one heck of a punch.



a run-and-gun list. Just run first turn and second turn charge up in their guts and show them the light of the Lawgiver.

Kreoss—Mikael is my favorite 'caster and he works great with this list. I would bring a lot of Cleansers with him for a new and exciting twist on the old drop-and-pop strategy. The Umber Guard Improved Armor special rule helps keep your Cleansers from blowing up until you can deliver the hurt. Bring any 'jacks with this list and I think you will have a good time.

WARJACK SELECTION

So many choices, so few points. Ain't that always the way? All Protectorate 'jacks are fairly focus efficient and most play well when marshaled, thanks to the choir. Marshaled warjacks are not the same beating they are with 3 focus points on them, but this is as it should be and the choir makes sure they still hit plenty hard.

Let's start with one of my favorites, the Vanquisher. Not only do I feel this 'jack does very well marshaled, it is a heavy and that never hurts my feelings. Bring this guy to soften up or open some holes in the heretics' front line and follow up with the Temple Flameguard to deliver Menoth's fury deep in to the enemy ranks.

The Dervish is quickly becoming a staple of most of my melee lists. This guy brings good hurt for a low cost and, as with many of my picks here, can use one boost very well. I like this guy as a front line hit before a unit of Temple Flameguard come in to clean up.

The Crusader. I saved the best for last. I love this thing. You really don't get more bang for your buck than the Crusader. He is no focus hog and will drive your enemies to the ground before you. I bring Crusaders with Cleansers. I like to open charge lanes with the Cleansers, and drive in for the throat with the Crusader.

TROOP SELECTION

Temple Flameguard: You know them. You love them. Now they have 'Jack Marshal. The possibilities are huge. With a Preceptor they gain Terror, so killing leaders with your marshaled 'jack before charging with the Flameguard can break whole units. When you include the Unit Attachment you can have 2 'jacks marshaled by the same unit (one on the officer and one on the unit leader).

Flameguard Cleansers: The big change here is Improved Armor. This rule allows you to bring a lot more of these boys to the table with less fear of losing all your models due to deviations. Again most every 'jack will play nicely with the marshal in this unit.

Think outside the box: do not discount marshaling the Revenger or Guardian, for example. The Umber Guard allows for some very aggressive play, so don't fear to run in and make the hurt happen.

HORDE OF THE STONECLEAVER

BY DOUGLAS SEACAT

Doug was here

Krueger has an edge in sheer destructive power, and Kaya has her Spirit Door tricks, but it was Baldur the Stonecleaver who made me want to paint and play a HORDES army. With recent releases, it is possible to play a dynamic 750 point HORDES game and include a lot of infantry to create a genuine 'horde'.

Circle infantry takes unique advantage of terrain to deliver punishment right where and when you need it. Playing infantry lets me use the entire table to execute wide flanking maneuvers rather than clustering in Baldur's control area. When 34 of 36 pieces in my army can ignore terrain (including the farrow if their shaman chants Shrouded Path), flanking is easy.

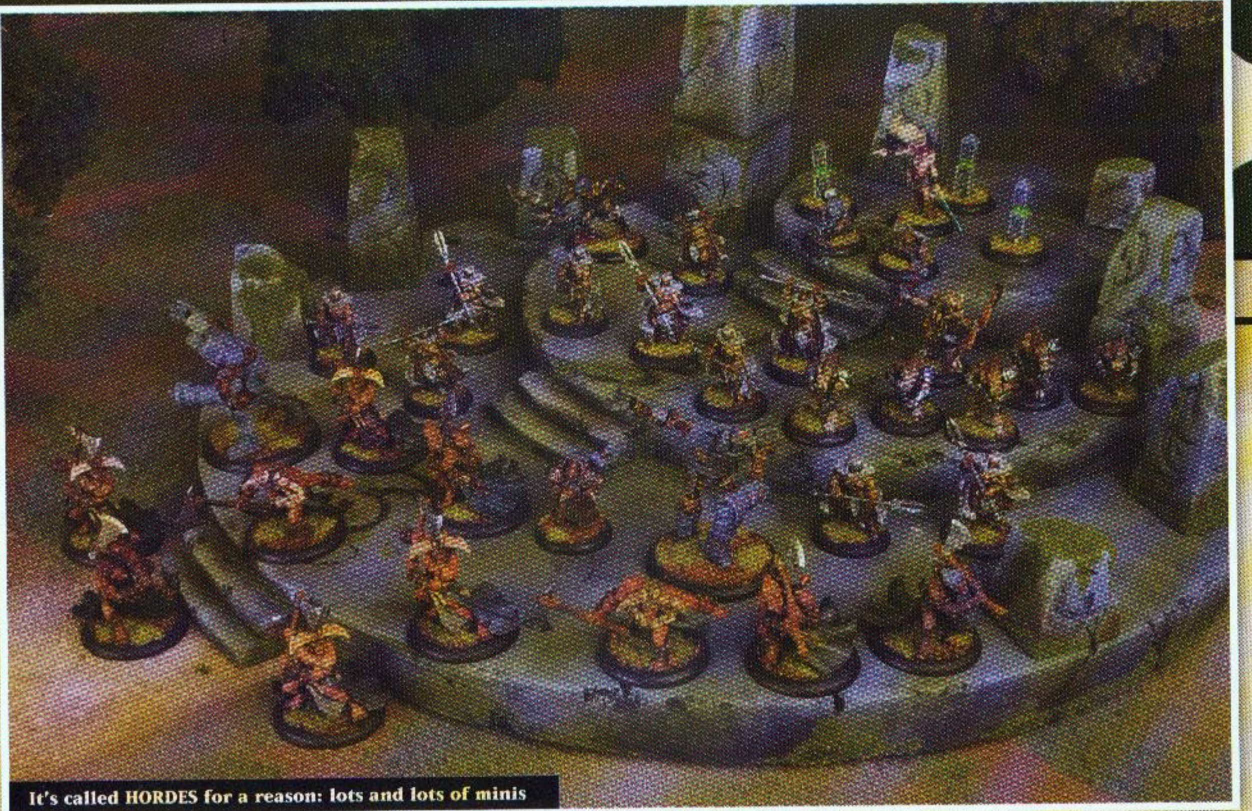
My favorite tactic is what I call "Wold in the Pocket"; surrounding each woldwarden with ravagers or farrow as they advance. Woldwardens are as tough as warbeasts come, so it may seem strange to "protect" them. I developed this tactic after playing Kevin Clark, who used Slipstream to charge a pair of carniveans from 12" away and annihilate both my woldwardens in a single. My woldwardens are all I have to generate fury, so I need to look out for them.

I advance up the field with woldwardens, firing Earth Spikes at anything close, then force for Undergrowth. Undergrowth is a fantastic animus, granting concealment within 3" and turning that same ground to rough terrain, and there are few turns I won't force both my wolds to use it. This lets me advance ravagers or farrow brigands ahead of the woldwardens to intercept charges. Tharn and farrow using Shrouded Path have camouflage, or they can Dig In instead, jumping to DEF 16, ARM 19 vs. ranged attacks! If these units are close to the woldwarden, Undergrowth extends far enough to prevent enemy charges unless the foe has reach or ignores rough terrain.

Farrow brigands are an often overlooked unit that works great with the Circle. RAT 4 is no deterrent to me; I consider the ranged attack a bonus shot before they Hog Wild and attack with clubs. Even if they don't kill anything farrow are worth their points for their durability and ability to tie up the enemy, which is also a great use for wolves of Orboros. The

DOUG'S CIRCLE ARMY LIST

BALDUR THE STONECLEAVER	65
WOLDWARDEN X2	232
LORD OF THE FEAST	33
SHIFTING STONES	21
THARN RAVAGERS (5) X2	186
WOLVES OF ORBOROS (10)	83
FARROW BRIGANDS (6)	72
SWAMP GOBBER BELLOWS CREW	15
TOTEM HUNTER	35
TOTAL	742



It's called HORDES for a reason: lots and lots of minis

gobber bellows crew gives Cloud Cover to any unit out of range of Undergrowth, or can place a 5" Fog Cloud blocking line of sight.

Against the Legion I rely less on these abilities, but Undergrowth is still handy, particularly to make high DEF models vulnerable. I like to use farrow to shoot fringe enemies in reach of Undergrowth, giving them an effective RAT 6. Most Legion infantry lack Pathfinder and none have Eyeless Sight. Undergrowth won't stop a charging carnivean, but that is why ravagers and farrow are up front. A few dead is acceptable if my woldwarden gets to retaliate with a fury-free two-handed throw or slam.

Charging is important, particularly for ravagers. To set up the charge I'll maneuver units behind terrain I can ignore but my enemy cannot, and Baldur's Rapid Growth makes this easy. Even a troll axer with Rush can't target through more than 3" of forest to initiate a charge. Sometimes running to engage the enemy is good enough, even giving up a charge. Engaging scattergunners with ravagers puts me in control, preventing spray attacks while defending against ancillary fire.

Stone Skin is one of Baldur's best spells and I cast or upkeep it nearly every turn. Early I keep it on a woldwarden or a forward group of ravagers, accepting the SPD hit for extra ARM. My favorite Stone Skin target is the Lord of the Feast, a nasty handful when boasting ARM 19 and P+S 15. I use shifting stones as a "Lord of the Feast Delivery" by teleporting 8" followed by a 10" ranged attack and 2" reach to strike behind enemy lines. The Lord's raven hits sporadically with RAT 5, but he can be placed anywhere touching his target's base. If a warlock lingers near a low DEF warbeast, I let fly the raven and slide around for Flying Steel. The Lord loves eating infantry, but with Stone Skin he delivers solid blows to warbeasts and can force a warlock to burn fury transferring just to survive.

Nothing is more fun than getting both the Lord and totem hunter on the same target for combined Flying Steel. Baldur can join the fray with a charge, the shifting stones, or Forest Walker to end things. The –3 DEF from Weight of Stone makes it advantageous to engage with Baldur first so reinforcements can hammer the final nail in the coffin.

I wasn't sure at first about playing so many infantry, but now I hardly go anywhere without 10 ravagers by my warlock. If running so few beasts makes you nervous, swap some tharn and wolves or the totem hunter to add an argus safety net. After a few fights your enemies will learn to fear the Horde of the Stonecleaver.

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BURIED TREASURE

Unearthed by **Nathan Letsinger**

If you ever find yourself in Corvis, you can get a fresh pint and fresher scuttlebutt at an inn by the name of the Buccaneer Bass. Located at www.buccaneerbass.com, four dedicated players named Koen, Steven, Ralph, and Tom founded this fan-run "unof-fish-al" website of fan submitted material in 2004 to provide resources for players and GMs of the Iron Kingdom roleplaying game. I thought I'd bring to light a few of the many gems they put on the site:

IRON KINGDOMS RESOURCES FOR GMS AT BUCCANEERBASS.COM

Quad Divas

Not what you might think by the title, this netbook is 45 pages of shops and stalls found in Corvis' famous open market. Each entry details the shop owner and what they sell or might to buy. This list was perfect for when my players decide to role-play their trip to any market, including Chaser's Market in Five Fingers. Besides a time saver for GMs, the list includes spot-on local color, such as a gobber mechanic whose motto seems to be "I assure you, it's supposed to do that" and a peg-legged pig as a logo for a local butcher.

Iron Kingdoms Compendium

"It's like cloning Doug Seacat himself."

Get to know your alley-pip from your athanc with this encyclopedia of Iron Kingdoms people, places, and things drawn from every book in our library. The 1,200 plus entries in this searchable database off a wealth of knowledge for players and GMs looking for even the most obscure details about your favorite gaming world.

We decided to release images and text to the lads of Buccaneer in order to provide more depth to each entry and ensure the Compendium continues to grow.

Adventures

Two days out from game night and you still need an adventure for your gun-slinging group? Buccaneer Bass has got you covered with almost three dozen adventure hooks to compliment those found in our books. Need something a little more substantial? The Bass also has four full-length adventures. Though most are for low- to mid-level characters (1st to 9th level), a crafty GM never lets that slow him down.

Buried Treasure spotlights timely, compelling, and useful player-generated content for Privateer Press games. Know of some?

Email us at submissions@privateerpress.com

Lunar Calendar

Does calculating the phases of Caen's three moons leaving you howling mad? If you are not a math-addled worshipper of the Mistress of Numbers (look her up in the Compendium) then you will enjoy the work saved with this reference of the phases of the Chaser, the Temptress, and the Lady Muse. I found it most useful as a GM to decide when to send Thamarite assassins against the PCs, or as a PC, when to travel through druid controlled forests.

Five Fingers Contest at Buccaneerbass.com

The Buccaneers will host a new contest in January focused on the pirate haven and gangster capital of Five Fingers. To enter, submit a detailed description of a person or place of your design in the city. You can win a hard-bound book of your choice from Privateer Press, including a signed copy of the upcoming Monsternomicon vol. II.

Use the articles on the Laden Galleon (issue 7), Low Captain Garrick Hern (issue 9), or the secret Cyriss Dome of the Channels from this issue for examples of how to compose an entry. Get the full contest details visit www.buccaneerbass.com/5fingers.

The staff of No Quarter will judge entries based on:

Originality – Entries should describe entirely new locations or characters not described in the Five Fingers book. A new gambling hall, a ship and its captain, or an entirely new gang, for example, with something that makes them worth reading about.

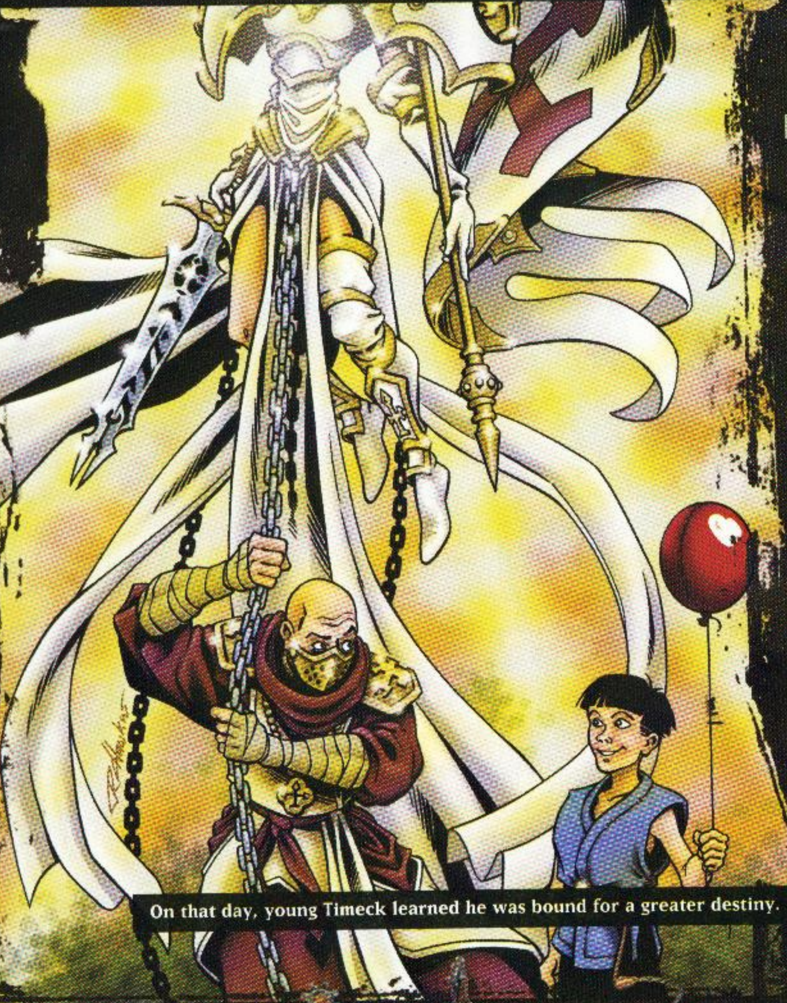
Flavor – Entries should exude the salty (or is that rancid?) flavor of the roguish setting.

Accuracy – Entries should accurately reflect the continuity of the Iron Kingdoms and Five Fingers. Sure people ride flying horses in your campaign, but don't inflict your My Pretty PonyTM fetish on the rest of us.

Buccaneer Bass will publish all qualifying entries as a collection on their website.

DRAWN·AND·QUARTERED

by **Chris Walton** and **Rob Hawkins**

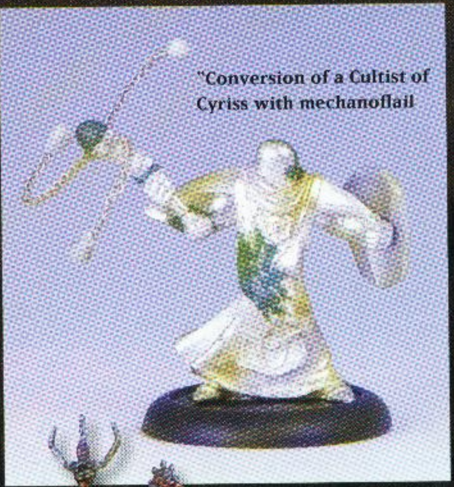


On that day, young Timeck learned he was bound for a greater destiny.

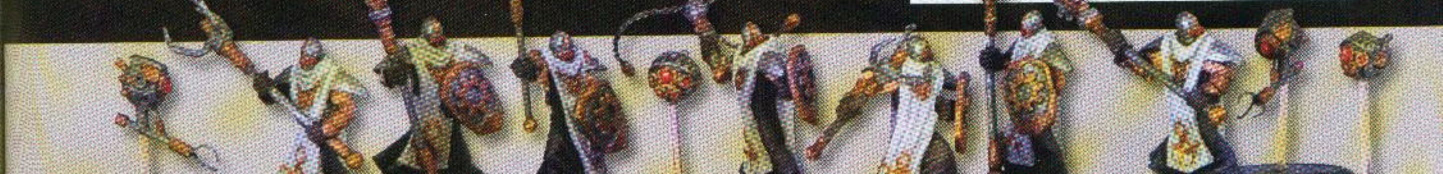
THE PLAYER GALLERY

All Hail the Maiden of Gears!

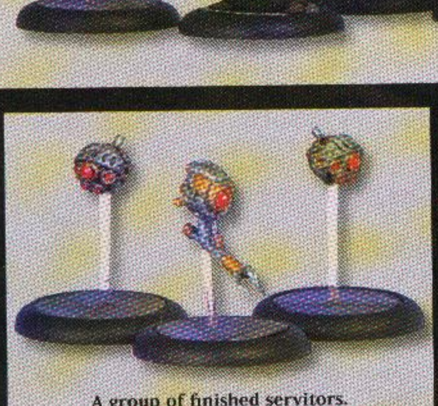
Cyriss, the Mother of Mathematics smiles on Sean Miles and his conversion skills. Sean used Flameguard as the basis for a unique Cultists of Cyriss unit. For more about this mysterious gear-oriented group and one of their secret temples check out "The Great Dome of the Channel", page 40.



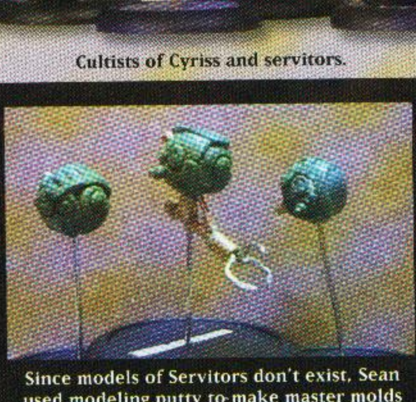
"Conversion of a Cultist of Cyriss with mechanoflail



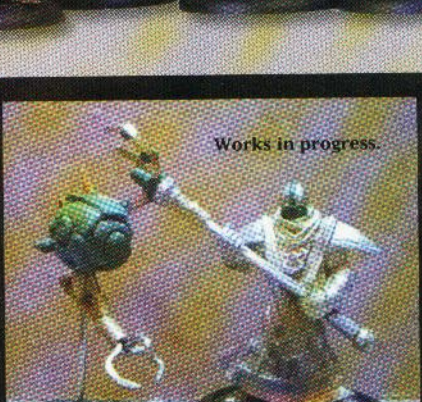
Cultists of Cyriss and servitors.



A group of finished servitors.



Since models of Servitors don't exist, Sean used modeling putty to make master molds and then cast his own miniatures!



Works in progress.

THE POOP DECK

IN THE NEXT
NO QUARTER
MAGAZINE

RAISED PATTERN
TOP OF ON CLOAK WRAPS AROUND BACK,

Change is good—A preview of **HORDES: Evolution**

Avast! A tale on the high seas with new **Iron Kingdom Fiction**

The Warpwolf and Man-O-War in **Guts and Gears**

PLUS, a Privateer Press **Battle Report**, **Dukin' it out Dockside**, and **Ternon Crag**

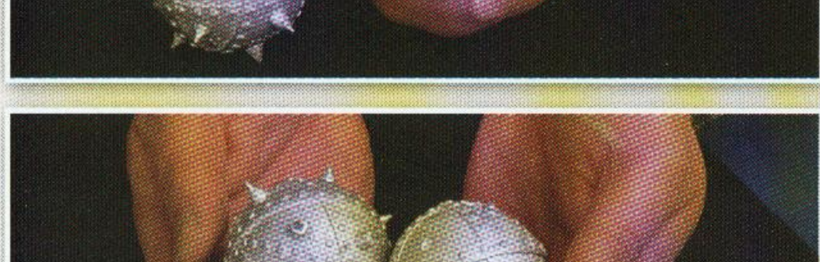
THAT'S ONE...BIG...BALL

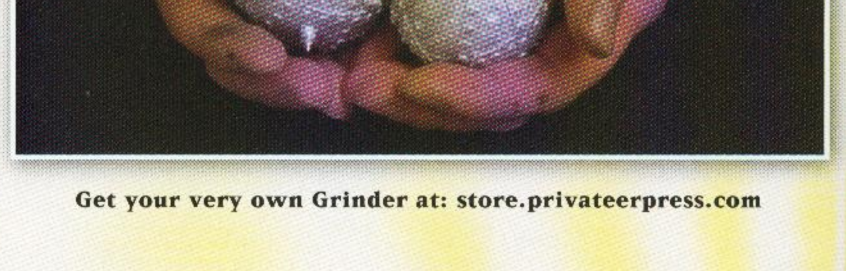
Known as the Grinder, the star of Grind is the ball itself. Early in the development of this sports game, we knew that we wanted to do something special to make Grind even more exciting.

Once decided that we were going to create a special miniature for the article, sketches were drawn and molds were made. However, one of the things that we noticed early on was that the traditional size molds used to make our other miniatures were just too small! The Grinder is composed of two separate halves with additional spikes. The only way to make this work was to basically double the size of the mold.

Why did we go through all this trouble? So you can order your very own Grinder from the Privateer Press website! You can play Grind with a real Grinder purchased from our online store located at **store.privateerpress.com.** You can also pick up Formula P3 paints and other parts, like spikes and blades, to trick out your team.

We'll use the store to gauge your interest in Grind. The more Grinders we sell, the more likely we'll continue to support the game in future issues of *No Quarter.*





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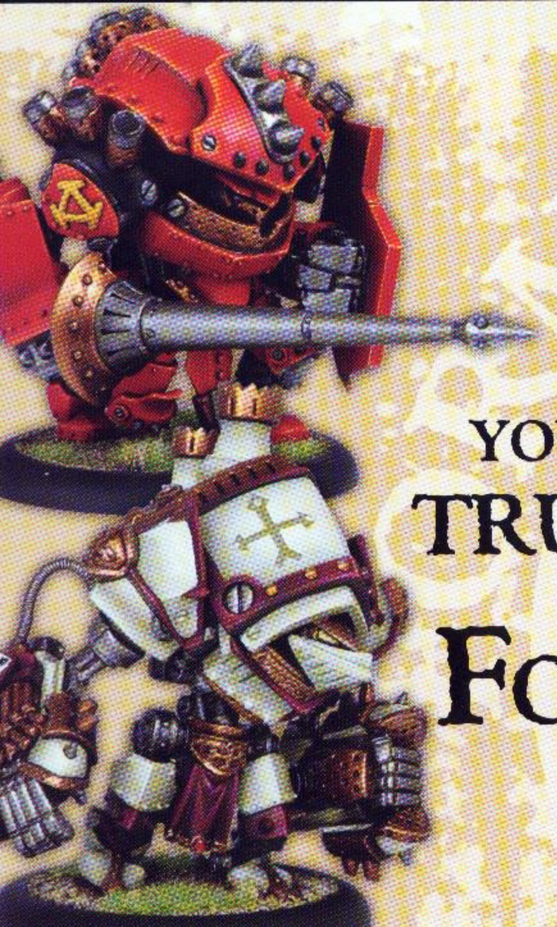
GRIND
04



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